WOODBURY UNIVERSITY

1st Year

2025-2026 **Academic Worksheet GAME ART & DESIGN (BFA) Game Art Emphasis**

GENERAL EDUCATION	Core Competencies	
LBOOMION	Breadth	
	Principles	

Name ID# Matriculated

linor Program	
Course	Semester
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Semester

Minimum Unit Requirement	121	
Major	81	
General Education	37	
Unrestricted Electives	3	
Preparatory Requirements		
MATH 100 Pre-Statistics	3	
WRIT 114 Academic Writing Workshop	0	
Minor Program		
Minor Program		
Minor Program Course	Semester	
_	Semester	
Course		
Course	Semester	

Fall			WU	TRANSFER
GAME 101	Game Design Fundamentals	3		_
GAME 107	Game Design Practices	3		
GAME 109	Game Art Practices	3		
GDES 107	Digital Practice	3		
LSCI	Information Theory Elective	1		
WRIT 113	First-Year Academic Writing	3		
Spring				
Spring FOUN 101	Beginning Drawing	3		
. •	Beginning Drawing 3D Art Fundamentals	3 3		_
FOUN 101		_		
FOUN 101 GAME 105	3D Art Fundamentals	3		

2nd YEAR	Fall			WU	TRANSFER
	FOUN 102	Design and Composition	3		
	GAME 140	Environmental Design & Modeling	3		
	GAME 201	Narrative Design Fundamentals	3		
	GAME 203	Sound Design Fundamentals	3		
	INDS 1	Interdisciplinary Core Elective	3		
	Spring				
	FOUN 105	Introduction to Figure Drawing	3		
	GAME 224	History of Games: 20th Century	3		
	GAME 237	Materials, Lighting & Rendering	3		
	GAME 238	Character Design & Modeling	3		
	MDST 235	Media Ethics	3		

3rd _{YEAR}	Fall			WU	TRANSFER
	GAME 303	Advanced 3D Sculpting	3		
	GAME 307	Character Rigging	3		
		Art History Elective	3		
	WRIT 313	Advanced Academic Writing	3		
	MATH 2	Mathematics Elective	3		
	Spring				
	GAME 308	3D Cinematic Animation	3		
	GAME 312	Advanced 3d Hard Surface Modeling	3		
	CAREER	Work Experience/Internship	0		
	INDS 3	UD Interdisciplinary Elective	3		
		Social Science Elective	3		
		Natural Science with Lab	3		

Fall			WU	TRANSFER
GAME 309	3D Game Animation	3		
GAME 431	Degree Project: R & D	3		
	Game Art & Design Elective	3		
	General Education Elective	3		
	Humanities Elective	3		
Spring				
GAME 432	Degree Project: Production	3		
GAME 434	Prof. Practices Game Industry	3		
	Game Art & Design Elective	3		
ENVT 220	Environmental Studies	3		
	Unrestricted Elective	3		
	GAME 431 Spring GAME 432 GAME 434	GAME 309 GAME 431 Degree Project: R & D Game Art & Design Elective General Education Elective Humanities Elective Spring GAME 432 Degree Project: Production GAME 434 Prof. Practices Game Industry Game Art & Design Elective ENVT 220 Environmental Studies	GAME 309 GAME 431 Degree Project: R & D Game Art & Design Elective General Education Elective Humanities Elective 3 Spring GAME 432 Degree Project: Production GAME 434 Prof. Practices Game Industry Game Art & Design Elective 3 ENVT 220 Environmental Studies 3	GAME 309 GAME 431 Degree Project: R & D Game Art & Design Elective General Education Elective Humanities Elective 3 Spring GAME 432 Degree Project: Production GAME 434 Prof. Practices Game Industry Game Art & Design Elective 3 ENVT 220 Environmental Studies 3

Course Catalog Section Search General Education Courses Course Related Expenses Related Links Section Search Course Related Expenses Basic Search Advanced Search

Keyword #Search Option



<u>Keyword #Search Option</u> is an additional method to search for course sections using the Keywords search bar, use ONLY the specific # codes shown below; no other # codes have been created.

General Education #Search

Course

#LD GE Elect Lower Division General Education Elective

#UD GE Elect = Upper Division General Education Elective

#Social Science = Social Science Elective #Humanities Humanities Elective #Ethics = Ethics Elective #Art History = Art History Elective

#UD Art History = Upper Division Art History Elective #Lab Science = Natural Science with Lab Elective **#UD INDS** = Upper Division Interdisciplinary Elective

#Mathematics Mathematics Elective