

MODEL ROUTE

School:	SCMAD (School of Communications, Media, Arts and Design)		Program Number:	6422					
Program Title:	Game Art -Design		Credential:	☐ Certificate ☐ Graduate Certificate ☐ Degree ☒ Diploma ☐ Advanced Diploma ☐ Centennial College Certificate					
Program Delivery Mode:	☐ Co-Op ☐ Online ☐ Fast Track ☐ Hybrid ☒ Non Co-op		Duration :	☐ 1 Semesters ☒ 4 Semesters ☐ 2 Semesters ☐ 6 Semesters ☐ 3 Semesters ☐ 8 Semesters					
Campus:	SAC		Department Code:	3713					
Intake:	Fall, Winter								
Course Code	Course Title	Co/Pre Requisite (Course Code)	Lab Hours	Lecture Hours	Field Placement Hours	Course Delivery ODL=Online BLD=Blended HYB = Hybrid	Total Course Hrs (Lab + Lecture + Field)	Weeks (14)	Total Hours
Semester 1	Fall 2025, Winter 2026								
CO 109	Life Drawing		3				3	14	42
GAME 110	Intro to Character Design		3				3	14	42
GAME 112	Foundations of Digital Painting		3				3	14	42
GAME 113	3D Modeling & Texturing 1		3				3	14	42
GAME 115	Game Industry Foundations		4				4	14	56
GAME 314	Lighting		3				3	14	42
GNED	General Education Elective		3				3	14	42
COMM 160/161	College Communication 1		3				3	14	42
								Total	350
Semester 2	Winter 2026, Summer 2026								
GAME 111	Perspective	P - GAME 112, CO 109	3				3	14	42
GAME 210	Environment Design 1	P - GAME 110,GAME 112,GAME 113	3				3	14	42
GAME 211	Character Design I	P - GAME 110,GAME 112,GAME 113, CO 109	3				3	14	42
GAME 212	Digital Painting I	P - GAME 110,GAME 112	3				3	14	42
GAME 213	3D Modelling & Texturing 2	P - GAME 110,GAME 113	3				3	14	42
GAME 214	Unreal Editor	P - GAME 112,GAME 113	3				3	14	42
GNED 500	Global Citizenship: From Social Analysis to Social Action		3				3	14	42
COMM 170/171	College Communication 2	COMM 160/161	3				3	14	42
								Total	336
Semester 3	Summer 2026, Fall 2026								
GAME 310	Environment Design 2	P - GAME 210,GAME 213	4				4	14	56
GAME 311	Character Design 2	P - GAME 211,GAME 212,GAME 213	4				4	14	56
GAME 312	Digital Painting 2	P - GAME 212	3				3	14	42
GAME 313	Unreal Editor Advanced	P - GAME 214	3				3	14	42
GAME 316	Rigging	P - GAME 211,GAME 213	4				4	14	56
GAME 317	Professional Practice		4				4	7	28
GAME 500	Storyworks (W:8-14)		4				4	7	28
GNED	Elective		3				3	14	42
								Total	350

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Semester 4	Fall 2026, Winter 2027								
GAME 410	Post Effects & Material Editing	P - GAME 310,GA	3				3	14	42
GAME 411	Final Project Studio Practicum	P - GAME 310,GA	3				3	14	42
GAME 412	Compositing	P - GAME 210,GA	3				3	14	42
ELECTIVE: Choose 1 of the following									
GAME 414	Field Placement	P - Semester 3			20		20	14	280
GAME 415	Collaborative Capstone Project	P - Semester 3			20		20	14	280
								Total	406
Minimum Grade Required: (C)									
Total Program Hours:								1442	
C = Co-Requisite; P = Pre-Requisite									
Notes:									
 This course may be offered in one of the following modalities (Online, Hybrid or Blended)									

Pachypharus.

Signature: _____
School Dean/Associate Dean

Apr 17/2025

Revised Date