

MODEL ROUTE

School:	SCMAD (School of Communication Media, Arts and Design)	Program Number:	6422
Program Title:	Game Art	Credential:	<input type="checkbox"/> Certificate <input type="checkbox"/> Graduate Certificate <input type="checkbox"/> Degree <input checked="" type="checkbox"/> Diploma <input type="checkbox"/> Advanced Diploma
Program Delivery Mode:	<input type="checkbox"/> Co-Op <input type="checkbox"/> Online <input type="checkbox"/> Fast Track <input type="checkbox"/> Hybrid <input checked="" type="checkbox"/> Non Co-op	Duration :	<input type="checkbox"/> 2 Semesters <input type="checkbox"/> 3 Semesters <input checked="" type="checkbox"/> 4 Semesters <input type="checkbox"/> 6 Semesters <input type="checkbox"/> 8 Semesters
Campus:	SAC		

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 2024, Winter 2025									
*GAME-110	Intro to Character Design		3				3	14	42
*GAME- 314	Lighting		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
CO-109	Life Drawing		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 2025, Fall 2025									
*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 2025, Fall 2025									
*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
GAME500*	Storyworks	(W:8-14)	4				4	7	28
GNED	Elective		3				3	14	42
								Total	350
Semester 4									
Fall 2025, Winter 2026									
*GAME- 410	Post Effects & Material Editing	P: GAME 310, GAME 313	3				3	14	42
*GAME- 411	Final Project Studio Practicum	P: GAME 310, GAME 311, GAME 313	3				3	14	42
*GAME- 412	Compositing	P: GAME 210, GAME 211, GAME 213	3				3	14	42
ELECTIVE: Choose 1 of the following									
*GAME- 414	Field Placement	P: GAME 310, GAME 311, GAME 312, GAME 313, GAME 316, GAME 317			20		20	14	280
*GAME- 415	Collaborative Capstone Project	P: GAME 310, GAME 311, GAME 312, GAME 313, GAME 316, GAME 317			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)

Pavel Pharis

Signature:

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School Dean/Chair						Revised Date			