

# B.S. Computer Animation & Game Development Game Development

## Four-Year Degree Plan 2020 - 2021 University Catalog

Total Units 120

CAGD Major Game Development Option	Units	GE & Electives	Units
Lower Division Core (LD)	18	General Education	48
Upper Division Core (UD)	9	Electives	6
Game Development Option (GameDev)	27	Other	
Interdisciplinary	15	Double Counted	-3
Major Total Units	69	Other Total Units	51

Fall 2020				Spring 2021				
	Uni	CAGD	GE <sup>1</sup>		Uni	CAGD	GE <sup>1</sup>	
CAGD 110	Computer-Assisted Art I	3	LD	C1	CAGD 117	Concept Design & Storyboarding	3	LD
CAGD 112	Digital Photography	3	LD		CAGD 180	Scripting & Programming for Computer	3	LD
CAGD 170	Video Game Design	3	LD		CAGD 270	Level Design	3	GameDev
GE A3	Critical Thinking	3		A3	GE A1	Oral Communication	3	A1
GE A4	Mathematics	3		A4	GE A2	Written Communication	3	A2
Semester Total		15			Semester Total		15	
Interession 2021				Summer 2021				
Interession Total		0			Summer Total		0	
Fall 2021				Spring 2022				
CAGD 230	Digital Modeling	3	LD		CAGD 320	Digital Texturing	3	GameDev
IP	Interdisciplinary Program Selection	3	IP		CAGD 370	Video Game Development	3	GameDev
POLS 155	American Government	3		US Gov	HIST 130	United States History	3	Hist
GE D1	Individual and Society	3		D1	GE C2	Languages and Literature	3	C2
GE E	Lifelong Learning	3		E	GE D2	Political and Economic Institutions	3	D2
Semester Total		15			Semester Total		15	
Interession 2022				Summer 2022				
Interession Total		0			Summer Total		0	
Fall 2022				Spring 2023				
CAGD 373	Game Asset Production	3	GameDev		CAGD 345	Adv Pre-Production	3	UD
CAGD 377	Mobile Game Development	3	GameDev		CAGD 495	Advanced Production	3	GameDev
IP	Interdisciplinary Program Selection	3	IP		Game Elect	Game Development Elective	3	GameDev
IP	Interdisciplinary Program Selection	3	IP		GE B2	Life Forms	3	B2
GE B1	The Physical Universe	3		B1	UD GE 1	UD Pathway Natural Sciences	3	UD GE
Semester Total		15			Semester Total		15	
Interession 2023				Summer 2023				
Interession Total		0			Summer Total		3	
Fall 2023				Spring 2024				
CAGD 470	Video Game Production	3	GameDev		CAGD 499	Special Problems	3	UD
Game Elect	Game Development Elective	3	GameDev					
IP	Interdisciplinary Program Selection	3	IP		IP	Interdisciplinary Program Selection	3	IP
Elective	Elective	3			Elective	Elective	3	
UD GE 2	UD Pathway Arts and Humanities	3		UD GE	UD GE 3	UD Pathway Social Sciences	3	UD GE
Semester Total		15			Semester Total		12	
Interession 2024				Summer 2024				
Interession Total		0			Summer Total		0	

<sup>1</sup>General Education refer to GE planning sheet; one USD and one GC course needed to meet GE Diversity requirements.

### Computer Animation & Game Development Core

Course	Description	Units
CAGD Core (8 courses)		27
CAGD 110	Computer-Assisted Art I	3
CAGD 112	Digital Photography	3
CAGD 117	Concept Design & Storyboarding	3
CAGD 170	Video Game Design	3
CAGD 180	Scripting & Programming for Comput	3
CAGD 230	Digital Modeling	3
CAGD 345W	Adv Pre-Production	3
CAGD 489	Industry Internship	3
CAGD 499	Special Problems	3
Total Applied Computer Graphics Core		27

### B.S. Computer Animation & Game Development Game Development

Unit Summary	
CAGD Core Requirements	27
Game Development Option	27
Interdisciplinary Program	15
Foundation General Education	18
Lower Division General Education	15
Upper Division General Education	9
American Institutions	6
Double Counted CAGD 110 GE C1	-3
Electives	6
Total Degree	120

### Game Development Option

Course	Description	Units
Required Courses (8 courses)		21
CAGD 270	Level Design	3
CAGD 320	Digital Texturing	3
CAGD 370	Video Game Development	3
CAGD 373	Game Asset Production	3
CAGD 377	Mobile Game Development	3
CAGD 470	Video Game Production	3
CAGD 495	Advanced Production	3
Game Development Electives (6 units)		6
CAGD 325	Motion Capture	3
CAGD 330	3-D Computer Modeling	3
CAGD 331	3-D Character Modeling	3
CAGD 380	Game Scripting	3
CAGD 420	Digital Lighting and Texturing	3
CAGD 432	3-D Character Rigging	3
CAGD 495	Advanced Production	3
Total Game Development Option		27

### Interdisciplinary Program Selections

Course	Description	Units
IP Courses Selections (5 courses)		15
ARTH 110	Art History Survey	3
ARTH 120	Art History Survey: Renaissance to 11	3
ARTH 130	Art History Survey: 1800 to the Prese	3
ARTS 122	2D Design	3
ARTS 123	3D Design	3
ARTS 125	Basic Drawing	3
ARTS 126	Basic Life Drawing	3
ARTS 227	Introduction to Painting	3
ARTS 260	Introduction to Ceramics	3
ARTS 325	Intermediate Drawing	3
ARTS 326	Intermediate Life Drawing	3
ARTS 425	Advanced Drawing	3
ARTS 426	Advanced Life Drawing	3
CSCI 111	Programming and Algorithms I	4
CSCI 211	Programming and Algorithms II	4
CSCI 217	Foundations of Computing	3
CSCI 430	Software Engineering	3
CSCI 566	Computer Graphics Programming	3
CSCI 567	Graphical User Interface Impl	3
CSCI 580	Artificial Intelligence	3
MADT 103W	Writing for Electronic Media	3
MADT 141	Media Aesthetics	3
MADT 216	Intro: Digital Audio in Media	3
MADT 222	Basic Web Design	3
MADT 261	Found of Electronic Media	3
MADT 266	Field Video Production	3
MADT 283	Digital Print Production	3
MADT 314	Rich Internet Media Design I	3
MADT 322	Advanced Web Design	3
MADT 433	Human Factors	3
MADT 466	Studio Video Production	3
MADT 468	Video Production Workshop	3
THEA 112	Acting and Social Wellness	3
THEA 371	Lighting Design	3
Total Interdisciplinary Electives Units		15