

# Video Game Art & Design



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Video Game Art & Design students get hands-on experience working in Autodesk Maya learning the skills to be a 3D Modeler. Students spend the majority of the year exploring the methods used to develop 3D models for games, including the ability to prepare and generate textures for their models in Adobe Photoshop. The class also introduces game engines, such as Unreal and Unity, as well as 3D sculpture tools Zbrush and Mudbox. While exploring the development of games, students learn about ludology, the theory of gameplay, in order to understand why people play games and their reaction to game mechanics. All students will develop a portfolio of their work, which can be used when seeking internships and/or to gain admission in post-secondary game design programs.

Students may also complete the Autodesk Certified User and Adobe Certified Associate certification exams. To learn more about this course, see our course catalog or visit our website at [www.tvrop.org](http://www.tvrop.org) [www.tvrop.org](http://www.tvrop.org)

Students can earn. . .

- 10 high school credits
- 3 transferable college credits available
- UC a-g "f" approval (Visual & Performing Arts)
- Prepares students for the Adobe Certified Associate and Autodesk Certified User

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