3D ANIMATION PATHWAY

Bachelor of Fine Arts - 3D Animation and Game Design

The 3D Animation and Game Design program at the University of the Incarnate Word is crafted to provide students with design and technical training in preparation for a career in the film, TV or video game industries. The department uses state-of-the-art facilities to make sure that the appropriate hardware and software training is taking place. However, the true focus is on design and storytelling principles — the skills that truly allow students to gain and keep employment as the industry continues to evolve. Students can choose between four concentrations: Animation, Modeling, Production Management and Programming.

11th Grade

FALL

ANGD 1315
ARTS 1301
ENGL 1311

SPRING

ANGD 1312
ENGL 1312
UIW CORE

12th Grade

FALL

ANGD 1313
PSYC 1301
UIW CORE

SPRING

ANGD 1314
ANGD 1102
UIW CORE

The Master of Game Development (MGD) program provides practical learning experiences for working professionals and is led by industry professionals from studios like Naughty Dog, DreamWorks, Sony and other game studios. With small class sizes and courses offered 100% online, students receive personalized support from faculty and create quality projects throughout their journey at UIW.

SCAN TO LEARN MORE

BRAINPOWER CONNECTION'S COLLEGE CONNECTION PROGRAM

The Brainpower Connection's College Connection Program offers eligible students a seamless transition to the University of the Incarnate Word, accelerating their academic pathway to UIW and postsecondary education at a reduced tuition rate. Students attend college classes for dual credit on the UIW campus and gain valuable experience to succeed in college. Students must have a C or better in all courses for major, minor, concentration and/or specialization.

FOR MORE INFORMATION

Contact Patricia L. Ramirez, director of Brainpower Connection Programs, at (210) 283-6300 or plramire@uiwtx.edu.

BRAINPOWER CONNECTION
UNIVERSITY OF THE INCARNATE WORD

B.F.A. in 3D Animation and Game Design Course Descriptions

ANGD 1102 ELEMENTS OF DESIGN SEMINAR

This lecture course provides an overview of traditional elements of design (i.e., color, line, shape, texture, space, form, unity, balance, hierarchy and scale) and their application to digital art, including film and games. Students will learn the language of design, how to judge design and its execution and resources for further design studies.

ANGD 1312 HARD SURFACE MODELING

This studio course is an introductory-level course covering the planning, management and principles of 3D modeling for video games and animation. Students will gain a practical understanding of the design and production processes behind level development. This will include UV wrapping and material creation, and working independently on the research, documentation and construction of assets, scenes and levels.

ANGD 1313 GAME ENGINES

This studio course provides an entry-level survey of game engines. This survey includes basic environment creation, player control mechanisms, in-game animation engines and basic AI, UI and VR creation. The basics of programming for games will also be explored.

ANGD 1314 ORGANIC MODELING

This studio course provides an entry-level survey of character sculpting and modeling techniques. These techniques include anatomically correct sculpting, polygon topology as well as hard surface techniques.

ANGD 1315 PRINCIPLES OF ANIMATION

This studio/lecture course focuses on the core principles of animation. Using prebuilt rigs, students will study and create animations illustrating the principles of character animation through effective body mechanics in film and video games. This is primarily a keyframe-based exploration.

ARTS 1301 DRAWING I

Students will learn basic drawing techniques by depicting a variety of subjects in various media. Five studio hours are required each week.

ENGL 1311 COMPOSITION I

This course is a laboratory-aided reading- and writing-intensive course that focuses on a variety of strategies to generate ideas and create well-organized texts. It is part of the required University Core Curriculum. The course is designed to develop students' abilities in academic reading, writing and oral communication, with the aim of enhancing critical reading skills, expository writing techniques and critical thinking abilities.

ENGL 1312 COMPOSITION II

This course is a laboratory-aided reading- and writing-intensive course that teaches how to write a research paper at the college level over the course of one semester. This course will provide practice for the development of a critical eye for argument as well as continued practice in developing logical, convincing and persuasive arguments.
Prerequisite: ENGL 1311

PSYC 1301 INTRODUCTION TO PSYCHOLOGY

This course studies the basic facts and principles of psychology.