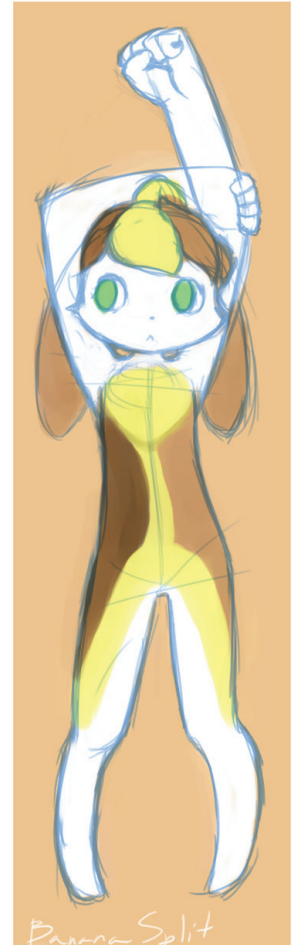
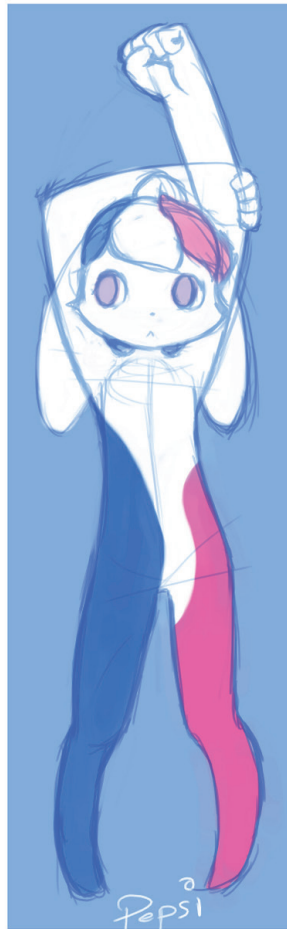


Game Art



Game art is an integrated discipline that involves the process of designing art, content, and rules for traditional and interactive multisensory games.

Art integration, strong narrative and storytelling, and collaborations between artists and programmers distinguish Lawrence Technological University's Bachelor of Fine Arts in Game Art, resulting in a well-rounded education that is prized by industry leaders.



"Lawrence Tech's BFA in Game Art offers you a challenging and comprehensive curriculum, as well as the opportunity to develop your leadership, teamwork, and communication skills, which all employers require. In addition to exceptional exposure in the classroom and access to high-tech equipment in state-of-the-art studios, you'll benefit from small class sizes and one-on-one attention from faculty members."

– Peter Beaugard, assistant professor, College of Architecture and Design





All images student work

Program Overview

Over the past 10 years, the interactive entertainment and gaming industry has grown exponentially. This growth is expected to continue, especially as technology evolves and a new generation of game designers and artists emerges.

Lawrence Tech's program was designed in collaboration with professionals from the game design, software development, and game arts industries. It provides you the opportunity to develop the understanding and expertise needed for an exciting career in professional game design and development.

Why Game Art at Lawrence Tech?

Your courses are taught in tandem with Lawrence Tech's Bachelor of Science in Computer Science game development concentration, which advances your skills

in game art, game design, and game mechanics through a series of studio-based classes emphasizing visual, written, and oral communication.

In keeping with the University's motto of theory and practice, you will apply your knowledge and problem-solving skills to support game art innovation and business scenarios. As part of your studies, you will lead teams in developing game concepts integrating art assets, game mechanics, character design, scripting and programming, design documentation, game narrative, and interface design.

Career Options

- Game designer
- Game artist
- Interaction designer
- Character designer
- Mobile game designer/developer
- Level designer

- Modeler/texturer
- Concept artist
- Art director
- Online game designer/developer
- Web designer/developer

Curriculum

Your 125-credit-hour program consists of:

Game art core	78
Humanities (with emphasis on leadership)	23
Math and science	15
Electives	9
Total	125

For more information, visit www.ltu.edu/architecture_and_design, email design@ltu.edu, or contact Lawrence Tech's Office of Admissions at 800.225.5588 or admissions@ltu.edu.



GET MORE. DO MORE. Lawrence Technological University produces leaders with an entrepreneurial spirit and a global view. That's why most Lawrence Tech students are employed within a month of graduating and the earning power of a Lawrence Tech bachelor's degree ranks in the top third of all U.S. universities. Your benefits: Leadership Program that helps you develop the marketable skills that employers seek • Leadership Portfolio that enhances your diploma – and your resume • 11:1 student-faculty ratio • Faculty with current industry experience • High-end personal computer customized with industry-standard software – a benefit, valued up to \$15,000, unique in Michigan and nationally • Schedules that work for you, with convenient day, evening, weekend, or online classes • High-tech, wireless 102-acre campus that's commuter friendly, with recreation, housing, and meal service options • Financial-aid, co-op, and internship opportunities • Proactive career placement services

Explore over 100 undergraduate, master's, and doctoral programs in Colleges of Architecture and Design, Arts and Sciences, Engineering, and Management.

Lawrence Technological University, Office of Admissions 21000 West Ten Mile Road, Southfield, MI 48075-1058, 800.225.5588, admissions@ltu.edu, www.ltu.edu

