Subject: Re: System Shock humanoid mutant maquette
Posted by Aircraftkiller on Sat, 26 Apr 2008 20:47:47 GMT
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It's part of game design, we have a course cirriculum that covers just about everything:

Game Art & Design, BFA, Art Institute of Tampa

Year 1: Beginning drawing, principles of design I, principles of design II, computer concepts, English composition I, English composition II, digital photography for designers, typography or cinematic techniques I, drawing and perspective, image manipulation, survey of media and dsign, figure drawing, computer modeling I, game design & gameplay, college algebra, clothed figure drawing, low-polygon modeling and animation, texture I: material and lighting, figurative sculpting for animation, college geometry

Year 2: Maquette construction (this class), animation layout and scene design, computer modeling II, texture II: shading networks, history of western art I, designing interior spaces and worlds, computer modeling III, introduction to 3D computer animation, 2D animation, introduction to psychology, pre-visualization: storyboarding and animatics, character rigging, animation I: performance, introduction to authoring, intro to physics or environmental science, performance and story development, level design, animation II: expression, audio for interactive design, english literature and writing or creative writing

Year 3: Programming for the artist, history of popular culture, team production I, advanced level design, principles of communication, team production II, interactive game prototyping, graphics programming, introduction to anatomy and physiology, general education elective (three choices over three quarters), portfolio I, portfolio II, advanced game prototyping, technical art elective, history of architecture, career development, internship or art elective, asthetics

It all fits together.