Game Development

NORCO COLLEGE

GAM-5A Concept Art (3 units)
Introduction to digital drawing techniques using industry standard software. Covers the usage of digital drawing hardware and drawing skills with an emphasis on creative and conceptual expression. A course in sketching, digital drawing, matte painting, and visual ideation targeted towards the video games industry. Emphasizes topics in anatomy, perspective, color, mood, shape, and context.

GAM-6A 3D Digital Modeling (3 units)
Introduces concepts of 3D Modeling in a virtual environment. Emphasis is on the introduction of three-dimensional concepts, the use of modeling tools, and menu structures within applications of 3D design systems.

GAM-7 Game Studio (3 units)
Introduction to practical game development techniques emphasizing team skills, project management, scope discipline, and task completion. Focuses on delivering finished projects for the purpose of portfolio or further development.

GAM-8 Current Topics in Game Development

Prerequisite: GAM-3A
An advanced exploration of game design emphasizing gameplay tuning, focus group testing, analytics, and user experience.

GAM-4A Game Scripting (3 units)
A first course in programming for games stressing fundamental programming principles. Covers the logic structures and design paradigms that allow for fundamental interactions in digital games.

GAM-1 Business of Video Gam
An introduction to the field of game development.
Students will explore the job market, career paths and