## FAYETTEVILLE TECHNICAL COMMUNITY COLLEGE

**SIMULATION AND GAME DEVELOPMENT/**

**CONCEPT ART CERTIFICATE (C25450C7)**

Effective: Fall 2023

Revised: 12/05/22

Students learn the basics of 2D drawing, illustration, and 3D modeling. They use these skills to learn concept art creation for the gaming and other entertainment industries.

Length: 3 Semesters

Prerequisite: High School Diploma, Placement Test Equivalent

Award: Certificate

### FALL SEMESTER 1

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Prefix No.** | Title | **Class** | **Lab** | **Clinical** | **Credit** |
| GRD121 | Drawing Fundamentals I | 1 | 3 | 0 | 2 |
| SGD113 | SGD Programming I | 2 | 3 | 0 | 3 |
| SGD114 | SGD 3D Modeling I | 2 | 3 | 0 | 3 |
|  |  | ----- | ----- | ----- | ----- |
|  | **Totals** | **5** | **9** | **0** | **8** |

### SPRING SEMESTER 1

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Prefix No.** | Title | **Class** | **Lab** | **Clinical** | **Credit** |
| GRD131 | Illustration I | 1 | 3 | 0 | 2 |
| SGD117 | Art for Games | 2 | 3 | 0 | 3 |
|  |  | ----- | ----- | ----- | ----- |
|  | **Totals** | **3** | **6** | **0** | **5** |

### FALL SEMESTER 2

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Prefix No.** | Title | **Class** | **Lab** | **Clinical** | **Credit** |
| GRD132 | Illustration II | 1 | 3 | 0 | 2 |
| SGD239 | SGD Tech Art | 2 | 3 | 0 | 3 |
|  |  | ----- | ----- | ----- | ----- |
|  | **Totals** | **3** | **6** | **0** | **5** |

**TOTAL REQUIRED CREDITS.... 18**

**Work-Based Learning Option:** NA