Digital Media Design & Production: Concentration

Associate of Applied Science Degree

Program Overview:
This concentration focuses on the art and design elements of game development, including animation model creation, texture painting, concept creation, level design, and general 3D tools. Students will acquire the skills needed to work in game art design, animation, film, or other areas of computer graphics. Students work on individual and team projects, including some interaction between artists and programmers. Each student will learn to create a portfolio of work that will showcase his or her skills to potential employers.

How Much Can I Earn?
40,000-68,000*
*Wages and salary data provided by the Bureau of Labor Statistics, Tennessee Department of Labor

What Will I Do On The Job?
Create core game features including storylines, role-play mechanics, and character biographies for a new video game or game franchise. Document all aspects of formal game design, using mock-up screenshots, sample menu layouts, gameplay flowcharts, and other graphical devices. Collaborate with artists to achieve appropriate visual style.

What Skills Will I Use On The Job?
Skills needed for this job include strong communication, a strong ability to write, to communicate ideaas, and to persuade. Other skills include managerial skills and strong technical skills.

Possible Job Titles:
Character Artist, Level Artist, Texture Artist, Animator, Rigging Artist, and Game Tester

Need More Information?
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Career Services & Counseling Center   Student Center Room 137 ▪ 423-697-4421