

OH WOW! A VIDEO GAME ART CURRICULUM?!

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WHAT'S THIS?

Hi! I'm Jem (Barrels) and this is my online game art curriculum. I've been trying to look for a school here in the Philippines that offers an online bachelor's degree in game art. [I posted about this on Reddit already](#) and because of the responses I got I figured I'll just study on my own but that would honestly be very hard for me since I have trouble not going through structured education. This is where you guys can come in! I've already laid out some of the topics that I would like to study in game art but I would love some help from you guys to suggest more topics I could study in other areas for me to be more competent with my skills. I'll also be sharing this informal "Game Art Curriculum" to other people who would like study these topics as well! :D

Basically, you can comment a topic you would like to be added under an area and if you want you could also add a link to where you can get resources for that topic! Thank you so much for your time. I hope this becomes a successful "project(?)" and help other prospective game artists as well!

NOTE: You can study the topics however you want and you don't necessarily need to do the suggested activities. They're just there if you want to create an output from what you've learned. I just simply made this so I can follow something "structured" because I don't want to lose focus on things I want to do.

LET'S GET STARTED!

ART FUNDAMENTALS

[\[https://drawabox.com/\]](https://drawabox.com/) | <https://www.reddit.com/r/ArtFundamentals/>

- **Elements of Art**

- Line, Shape, and Form

- **SUGGESTED ACTIVITIES:**

- Pick a stationary subject to draw. Analyze how you would be able to draw your subject with one continuous line, without lifting the pen from the paper. Position your hand. You are not allowed to look down at your paper while drawing

- Space and Perspective

- **SUGGESTED ACTIVITIES:**

- Create a perspective drawing. Showing the background, middleground, and foreground. Choose your own subject. You may use a reference picture as well or draw from life to get a better grip on what you are drawing. Drawing from your imagination is also ok.

- Colour

[\[https://www.youtube.com/watch?v=L1CK9bE3H_s\]](https://www.youtube.com/watch?v=L1CK9bE3H_s)

■ **SUGGESTED ACTIVITIES:**

- Create a colour chart. Use the format below. You could use acrylic or poster paint. Make sure to use only primary and secondary colours! Using primary colours only would be the best. Imagine it like a multiplication table.

w	y	yg	g	bg	b	bv	v	vr	r	ro	o	yo
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○ Texture

■ **SUGGESTED ACTIVITIES:**

- Gather 7-10 different things with different textures. Utilize the different textures to produce one or a few pieces using the textures. Searching for different textures must come first before formulating a composition. Put the texture beneath the paper and scratch the paper using lead to get the texture impression

- **FINAL PROJECT: Make an album cover using the elements of art. It is your choice on how you'll present each element of art in your album cover.**

● **Principles of Art**

○ Composition

■ **SUGGESTED ACTIVITIES:**

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○ Rhythm, Pattern, Balance

■ **SUGGESTED ACTIVITIES:**

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○ Contrast, Proportion, Scale

■ **SUGGESTED ACTIVITIES:**

- **FINAL PROJECT:**

● **Still Life Drawing**

○ **SUGGESTED ACTIVITIES:**

- Go out to the city and sketch the cityscape or watch a movie. Sketch as many as you can until you realize that a bunch of straight lines can be fun as well.
- **FINAL PROJECT: Create an interior and exterior background for a fantasy, sci-fi, or any fictional world. You may opt to use digital media in this project.**

2D ART

- **Digital Painting**

[\https://www.youtube.com/user/sinixdesign

[https://www.youtube.com/playlist?list=PLa3KIUe-hyoT8NtjuR0C499Q822PpG_GW\]](https://www.youtube.com/playlist?list=PLa3KIUe-hyoT8NtjuR0C499Q822PpG_GW)

- Choosing a software
 - **SUGGESTED ACTIVITIES:**
- Values
 - **SUGGESTED ACTIVITIES:**
- Material
 - **SUGGESTED ACTIVITIES:**
- Lighting
 - **SUGGESTED ACTIVITIES:**
- Colour
 - **SUGGESTED ACTIVITIES:**
- Mood
 - **SUGGESTED ACTIVITIES:**
- Objects
 - **SUGGESTED ACTIVITIES:**
- Portraits
 - **SUGGESTED ACTIVITIES:**
- Character Design
 - **SUGGESTED ACTIVITIES:**
- Creature Design
 - **SUGGESTED ACTIVITIES:**
- Composition
 - **SUGGESTED ACTIVITIES:**
- **FINAL PROJECT: Character set inside interior and exterior environment with dynamic perspective.**

- **Pixel Art**

[\[https://www.youtube.com/channel/UCsn9MzwyPKeCE6MEGtMU4gg\]](https://www.youtube.com/channel/UCsn9MzwyPKeCE6MEGtMU4gg)

- Choosing a software
- Lines, Shapes, Anti-Aliasing
 - **SUGGESTED ACTIVITIES:**
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- Values, Making Palettes, and Hue-Shifting
 - **SUGGESTED ACTIVITIES:**
- Resolutions and Perspectives
 - **SUGGESTED ACTIVITIES:**
- Materials
 - **SUGGESTED ACTIVITIES:**
- Items
 - **SUGGESTED ACTIVITIES:**
- Tilesets
 - **SUGGESTED ACTIVITIES:**
- Character Creation
 - **SUGGESTED ACTIVITIES:**
- Creature Creation
 - **SUGGESTED ACTIVITIES:**
- Character/Creature Animation
 - **SUGGESTED ACTIVITIES:**
 - IDLE ANIMATION:
 - WALKING ANIMATION:
 - RUNNING ANIMATION:
 - JUMPING ANIMATION:
 - ATTACKING ANIMATION:
- Buildings and Other Bigger Assets
 - **SUGGESTED ACTIVITIES:**
- Scene-making/Backgrounds
 - **SUGGESTED ACTIVITIES:**
 - IDLE:
 - ANIMATED:
- User-Interface

- **FINAL PROJECT: Mock-up of a Game and an Asset Pack**

- **Vector Art**

- Choosing a software

- **FINAL PROJECT: Mock-up of a Game and an Asset Pack**

3D ART

- Low Poly Art
- **FINAL PROJECT: Character Design and Animation in Environment**
- Realistic Art
- **FINAL PROJECT: Character Design and Animation in Environment**

SPECIAL THANKS TO:

- u/termhn
- maregydyne