Sonora's

Game Design

and

Digital Media Arts Program

Game Design and Digital Arts Program

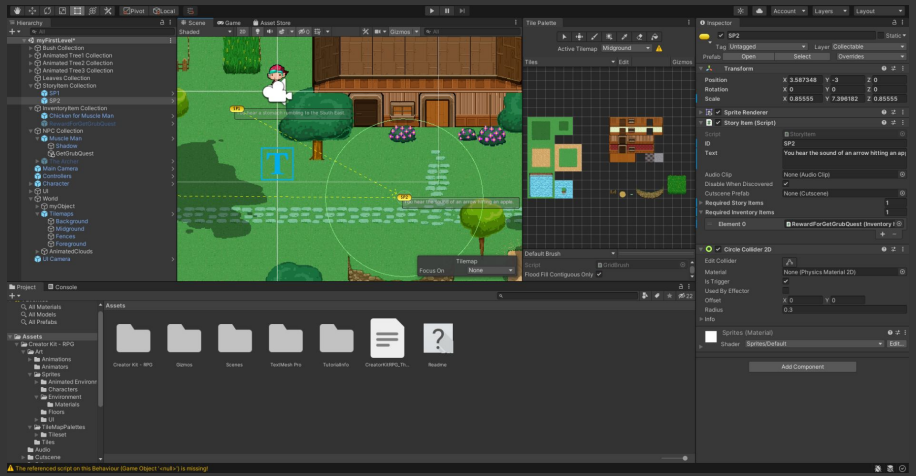
Our program's goal is to prepare students for job positions and/or higher institutions of learning in the areas of video game design, multimedia arts, animation, and other design positions.

Students will gain valuable experience with the following software systems:

- Unity and Unreal Game Engine
- Autodesk Maya and Blender
- Adobe Photoshop, Adobe Illustrator, Adobe Animate, and Adobe Premiere

Benefits of the program

- Meets category F of the A-G Cal-state & UC requirements
- Learn industry standard software for game development
- Project-based and hands-on learning
- Preparing students for college and careers



SONORA HIGH SCHOOL RAIDERS

A - G Requirements

University of California - California State University

A	History	2 Years Required
B	English	4 Years Required
C	Mathematics	3 Years Required 4 Years Recommended
D	Laboratory Science	2 Years Required 3 Years Recommended
E	World Language	2 Years Required 3 Years Recommended
F	Visual and Performing Arts	1 Year Required
G	College Prep Elective	1 Year Required

Students must complete all College Preparatory / AP / IB courses with a grade of "C" or better.

UC SCHOOLS

- To be considered for admission, students must complete at least 15 A-G courses with a grade of "C" or better. At least 11 A-G courses must be completed prior to Senior year.
- Take the ACT with Writing Test or SAT Reasoning Test with Essay by December of Senior year. (OPTIONAL*)
- Must have at least 3.0 GPA in A-G courses for minimum eligibility.
- Admission competitiveness varies by major and UC campus.

* The University of California (UC) system of schools will NOT consider SAT or ACT test scores when making admissions decisions or awarding scholarships

CSU SCHOOLS

- To be considered for admission, students must complete at least 15 A-G courses with a grade of "C" or better.
- Take the ACT or SAT Reasoning Test by December of Senior year. (OPTIONAL**)
- Must have at least a 2.0 GPA in A-G courses for minimum eligibility.
- Admission competitiveness varies by major and CSU campus.

**The California State University (CSU) system of schools has temporarily suspended the SAT or ACT test requirements only for students applying for admission in Fall 2022 as Freshmen.

Sonora's Game Design Pathway

Freshman/Sophomore (Year 1)

1. Semester 1: Unity 2D Kit and Adobe Photoshop
    a. Major Project: Design a 2D RPG
2. Semester 2: Adobe Illustrator and Adobe Animate
    a. Major Project: Design a 2D Platformer Game

Sophomore/Junior (Year 2)

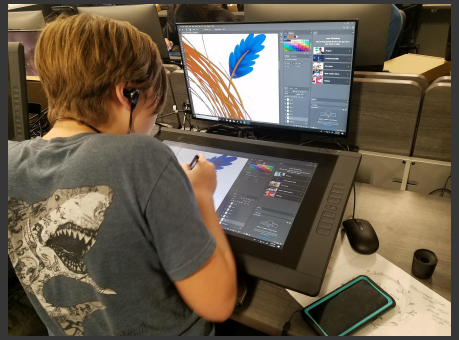
1. Semester 1: Unity 3D Kit and Game Engine
    a. Major Project: Design a 3D Castle RPG
2. Semester 2: Modeling non-organic assets in Maya
    a. Major Project: Design their own Car/Cart

Junior/Senior (Year 3 and optional Year 4)

1. Semester 1: Modeling organic assets in Maya
    a. Major Project: Model self and integrate into a 3D RPG Game
2. Semester 2: Full Scale Game in Unity with sound, user interface, voice over, menus, and credits
    a. Major Project: Personal Choice

Students Get Hands-On Experience With Industry Technology

State of the Art Computer Lab



27 Inch Wacom Pen Display

VR Headsets

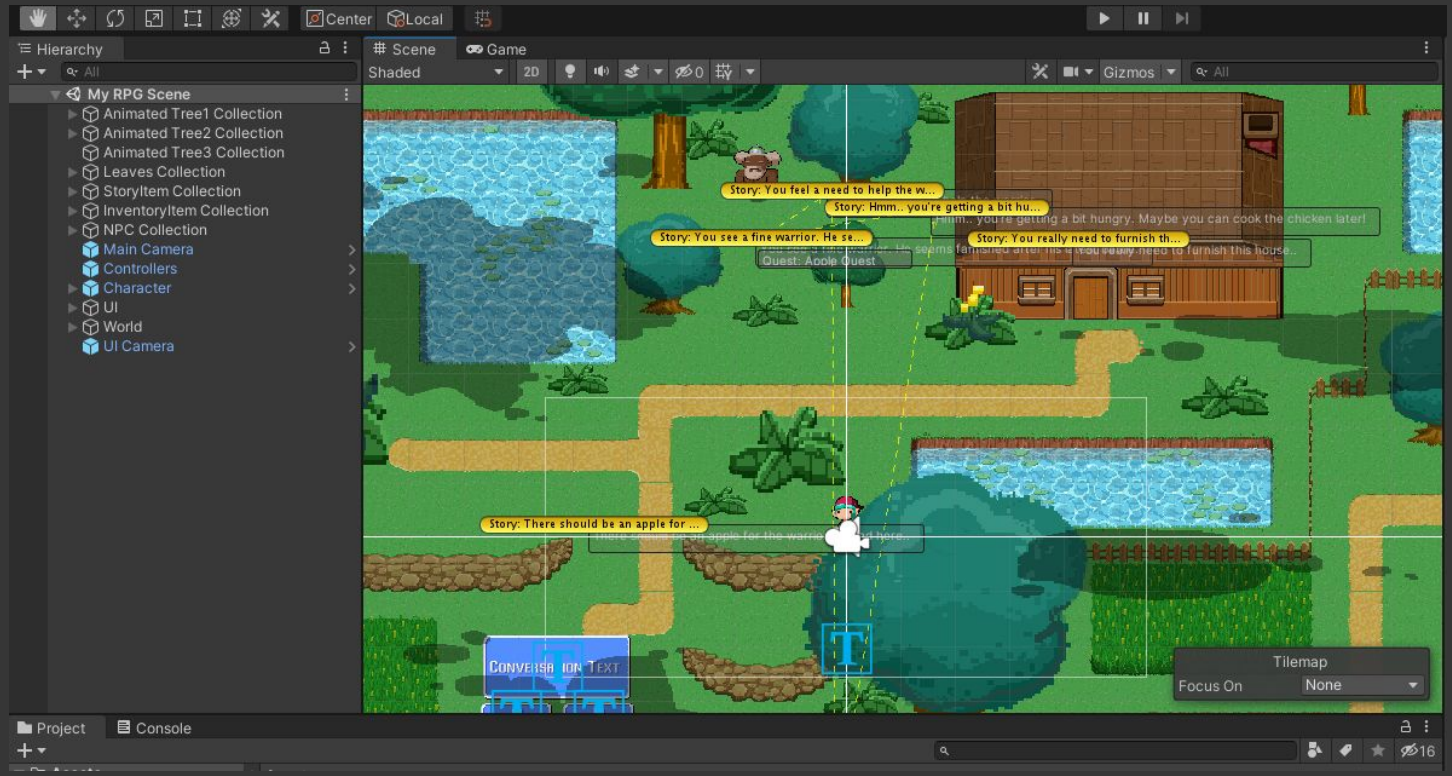
Canon DSLR Cameras

Whisper Room

3D Printers

Student Work Product (Year 1)
Build your own RPG level in Unity

- Students learn how to populate Unity scenes using prefabs and tile-mapping.
- Students learn how to chain quests together between various npcs and quest items.
- Students learn Unity interface and an understanding of 2D space in Unity

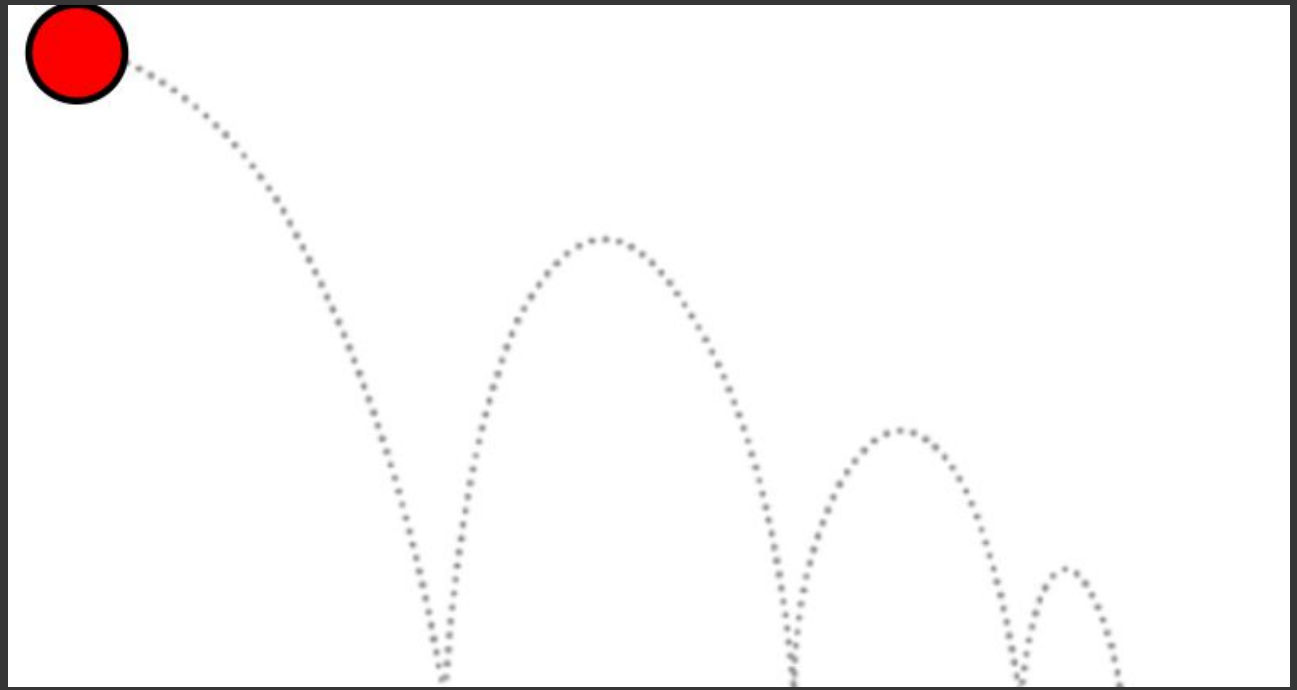


Student Work Product (Year 1)
Create Caricatures

Student Work Product (Year 1)
Design your own nameplate

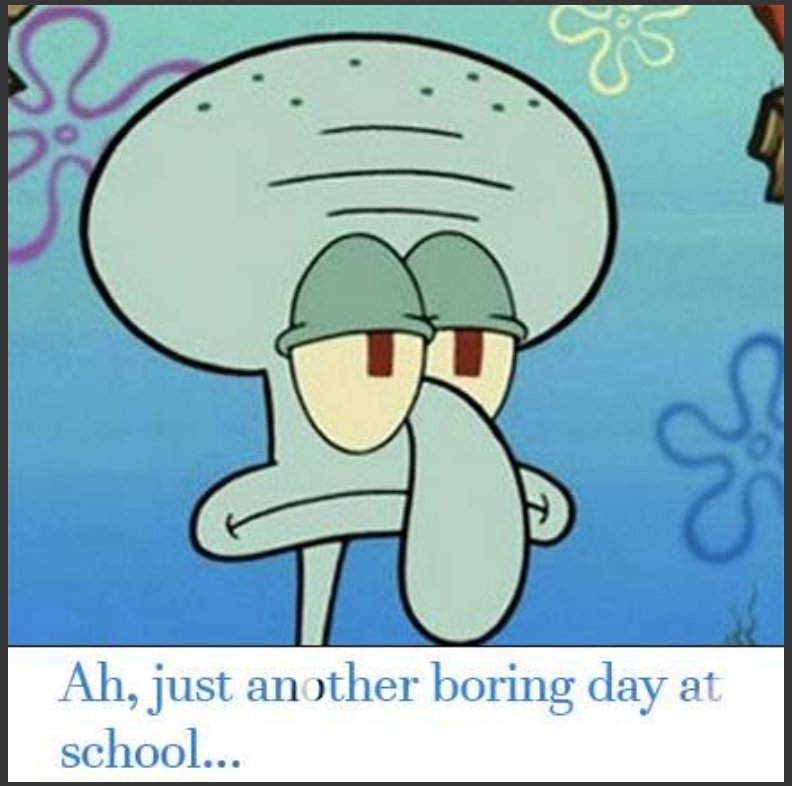
Students learn Photoshop interface as well as layer effects and composition.

Student Work Product (Year 1)
Learn Animation Principles

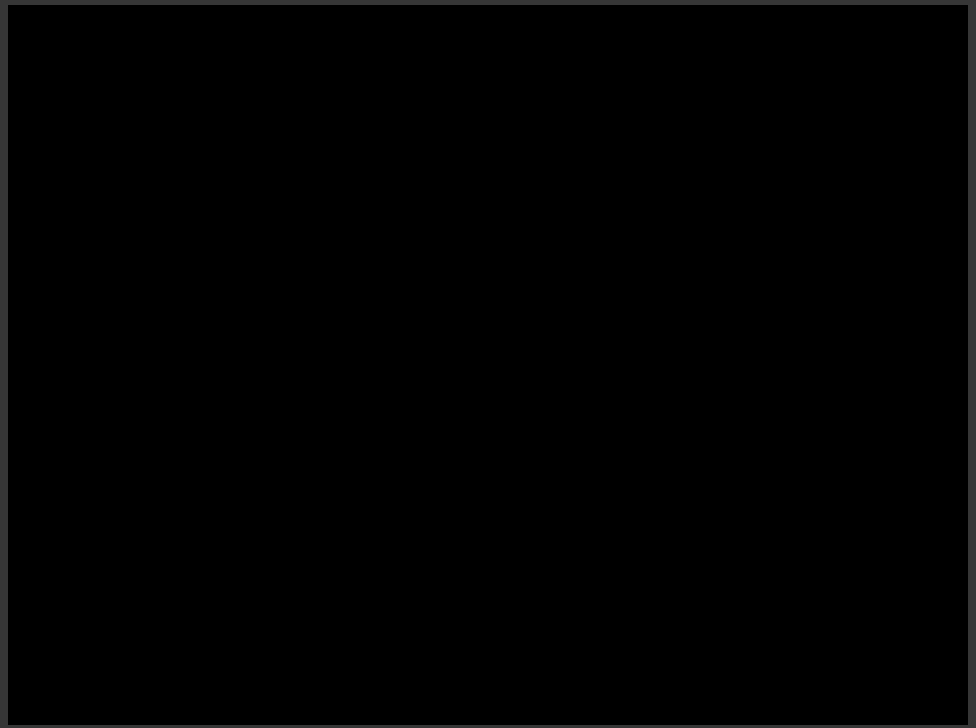


Students learn animation concepts such as squashing and stretching, Momentum, Anticipation, Timing, & Exaggeration.

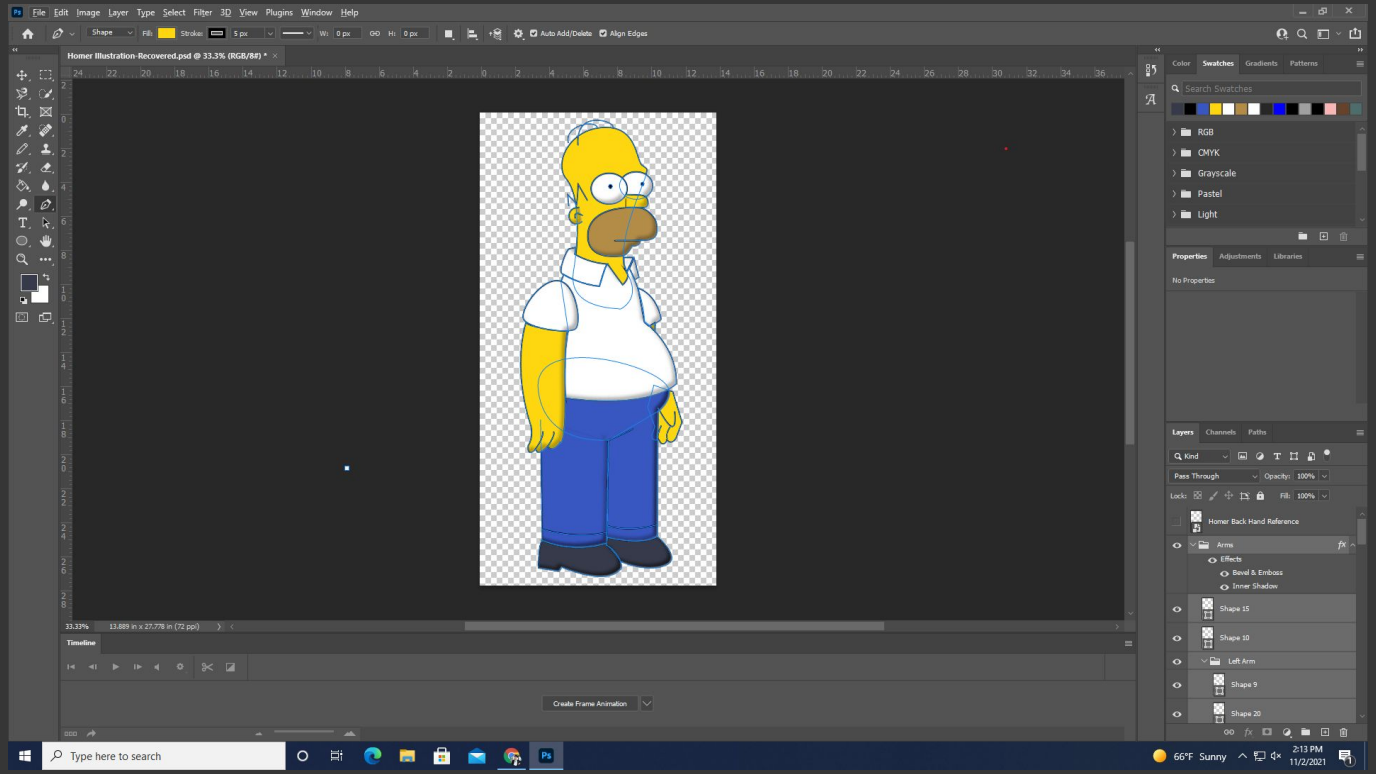
Student Work Product (Year 1)
Create Compositions



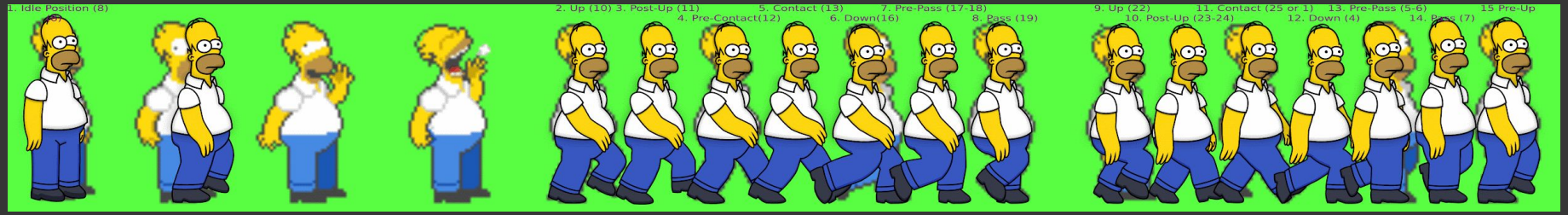
Year 1 - Create a TV Box in Adobe Premiere Pro



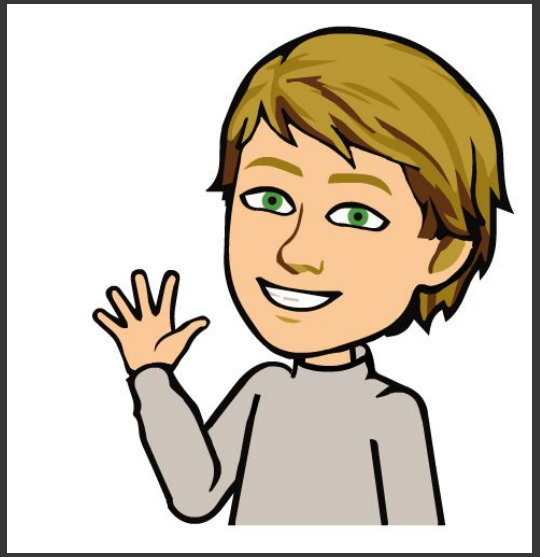
Student Work Product (Year 1)
Learn to Illustrate with Vectors

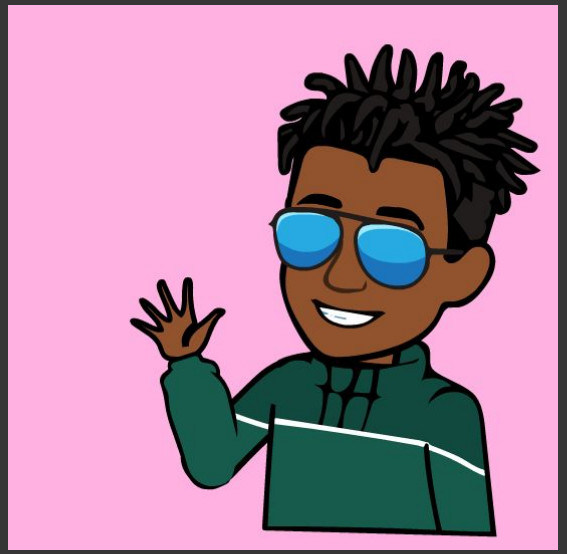


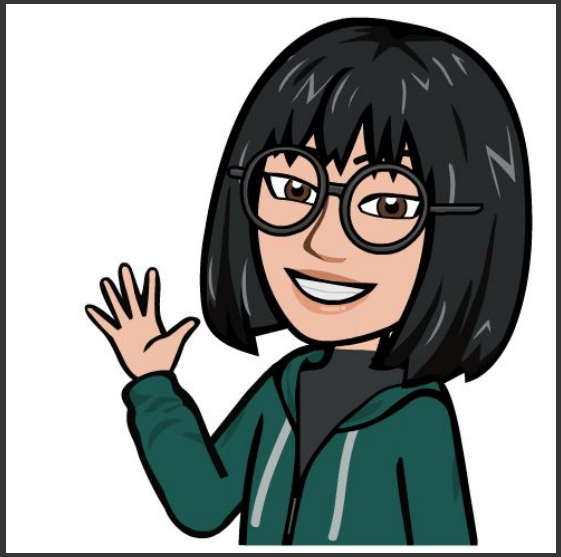
Year 1
Animating with Vectors



Student Work Product (Year 1)
Animate a vectorized Bitmoji





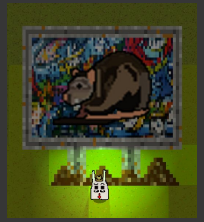


Students learn the Adobe Animate and Adobe Illustrator interfaces. They learn skills such as vectorizing images, layer composition, forward and inverse kinematics, and animation tweening curves.

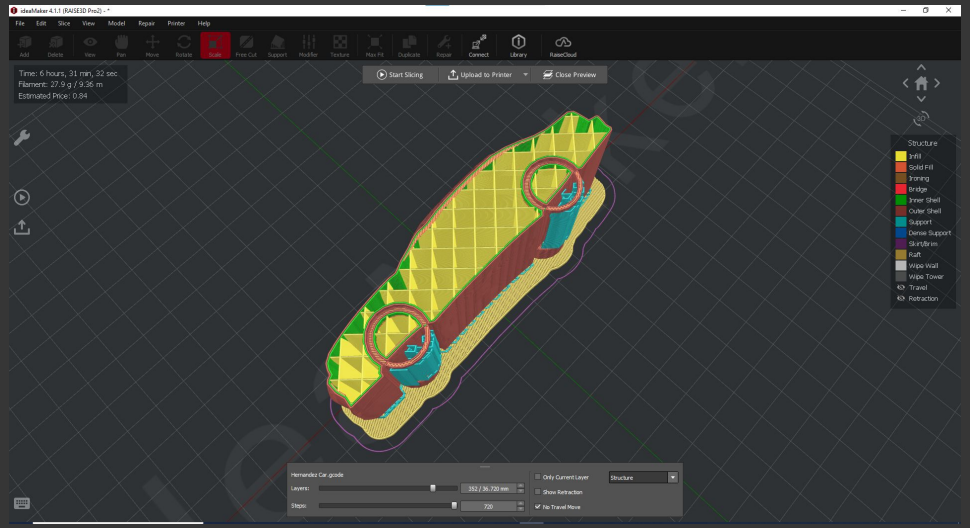
Year 1
Create Your Own Voice-Sync Animated Bitmoji

Year 2
Create Your Own 2D RPG

Tank Top Detective

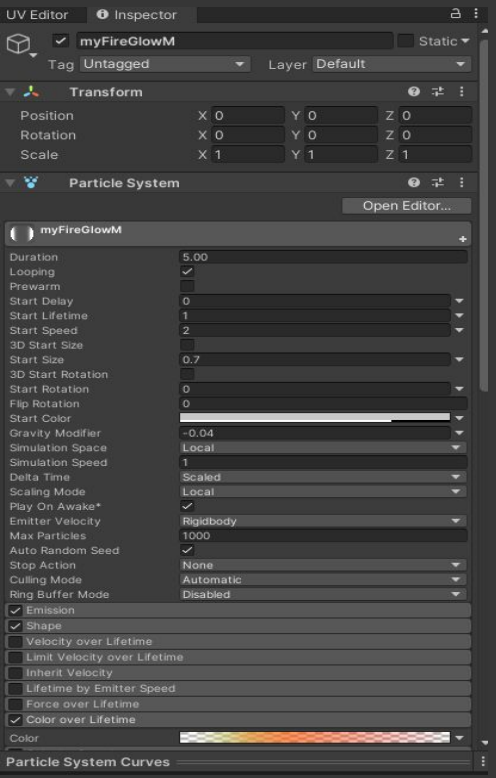


Year 3 – 3D Printing and Slicing

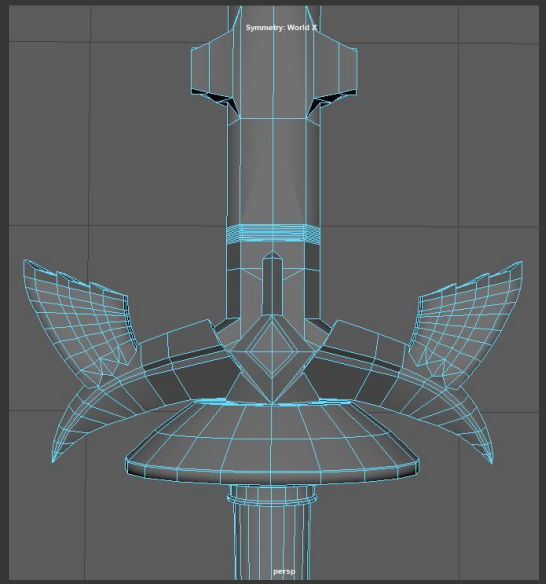


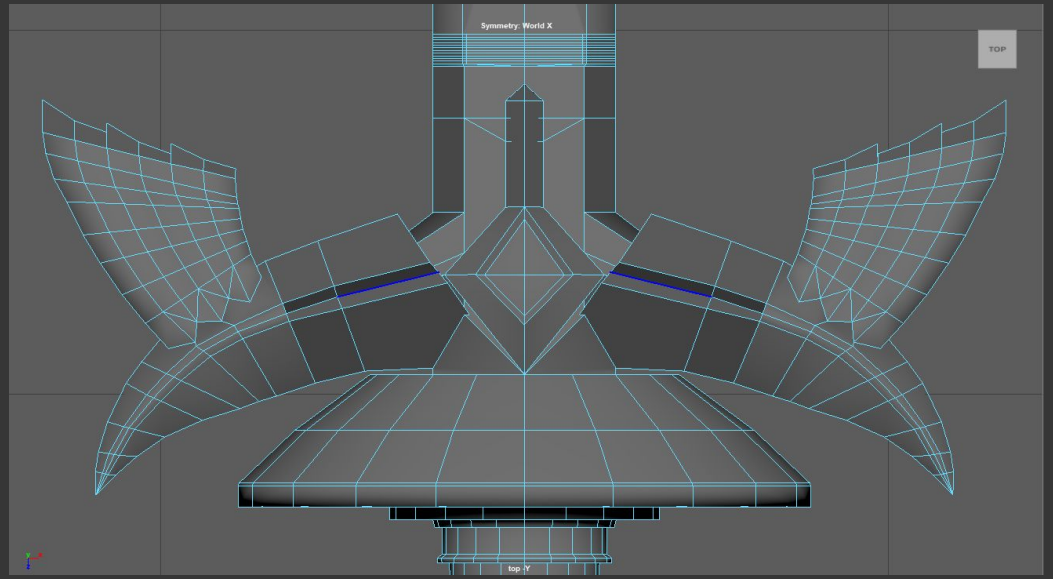
Year 2
Design Your Own Castle Scene

Year 2
Particle Effects in Unity



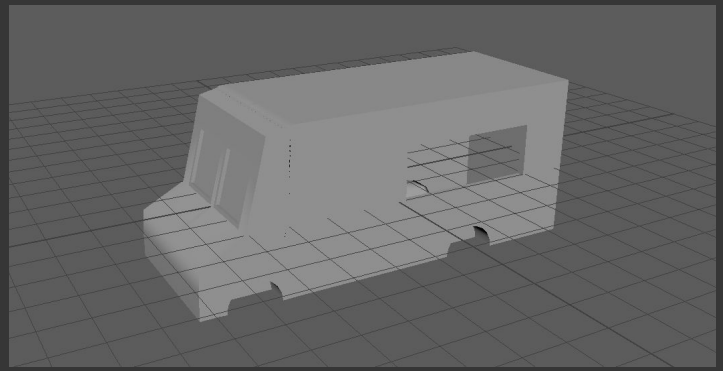
Year 2 - 3D Modeling the Zelda Mastersword

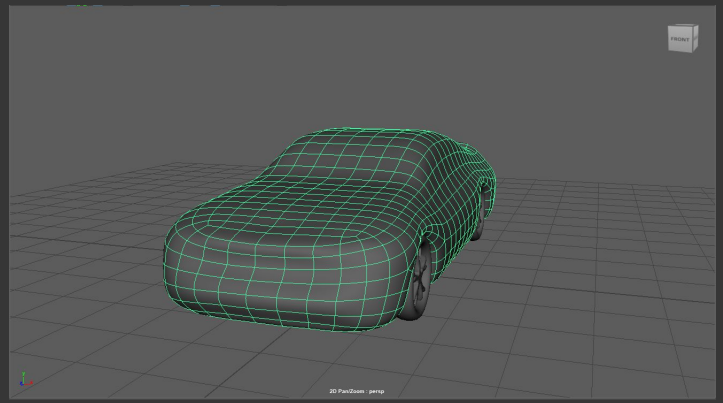




Year 3 – Modeling, Rigging, and Animating Humanoids

Year 3 - Modeling a Truck and a Car





Non IB Candidates	IB Candidates
● Sign up for Intro. To Game Design for your sophomore year during your freshman year 9th: Intro. To Comp Sci. or Painting and Drawing (recommended but not required) 10th: Intro. To Game Design 11th: Intermediate Game Design 12th: Advance Game Design	● Sign up for Intro. To Game Design today with your counselor 9th: Intro. To Game Design 10th: Intermediate Game Design 11th: No room in schedule due to IB/AP requirements 12th: Advance Game Design

Game Design Brochure

Useful Links and Contact Info.

Email: snguyen@fjuhsd.org

On-Site: 562-266-2102, Room 304

Google: 714-660-3370