



STARTING IN
SEPTEMBER
2026

BACHELOR OF ARTS (HONOURS)

GAME ART DESIGN

(N/0211/6/0138)(07/31)(MQA/PA19243)

Take Your Creativity to the Next Level!
Create Worlds, Bring Characters to Life, and Shape the Future of Play!

Industry-Standard Workflow



Unreal Engine



Maya



Zbrush



Substance Painter

Programme Structure

YEAR 1

- Introduction to Game Art Production
- Environment and Prop Design
- Basic 3D Design
- Texturing for Games
- Storytelling for Games
- Designing Play
- Character Design
- Fundamentals of 3D Animation
- Game Engine Fundamentals
- Game Art Culture

YEAR 2

- Game Project 1: Research & Concept
 - Game Interface and Experience Design
 - Sound and Cinematics for Games
 - Visual Scripting for Games
 - Game Project 2: Prototype Development
- Track Electives (Choose 1 track)*
- 3D Asset Track
- Game Environment Modelling
 - Digital Sculpting
- Animation Track
- Advanced Character Animation
 - Interactive Gameplay Animation

Electives (Choose 2)

- Prototyping Models
- eSports Entrepreneurship
- Virtual Reality Design
- Game Art Technologies

YEAR 3

- Game Project 3: Production
- Game Business Entrepreneurship
- Sustainable Career Strategies for Games
- Free Elective (Independent Project)
- Internship (Collaborative Project)

MOHE Compulsory General Studies Subjects

For Local Students

- AI Foundation and Application
- Bahasa Kebangsaan A (Applicable to students who did not sit for SPM or did not obtain a Credit in SPM Bahasa Melayu)
- Community Service for Planetary Health
- Entrepreneurial Mindset and Skills
- Essentials of Employability
- Falsafah dan Isu Semasa
- Integrity and Anti-Corruption
- Penghayatan Etika and Peradaban

For International Students

- AI Foundation and Application
- Appreciation of Ethics and Civilisation
- Bahasa Melayu Komunikasi 2
- Community Service for Planetary Health
- Entrepreneurial Mindset and Skills
- Essentials of Employability
- Integrity and Anti-Corruption

CAREER PATHWAYS

Game Industries

- 2D Game Artist
- 3D Game Artist
- Look Development Artist
- World Builder
- Game Effects Artist
- Technical Artist
- Game Designer
- Narrative Designer
- Game UI/UX Designer
- Motion Capture Artist
- Game Production
- Game Business Development

Creative Industries

- 3D Artist
- 2D Artist
- Narrative Designer
- Layout Artist
- UI/UX Designer
- Virtual Production Artist
- VR/XR Developer
- 3D Visualisation Artist
- 3D Prototyping Artist
- Interactive Media Designer
- Multimedia Designer
- Motion Capture Artist

Entrepreneurship

- Game Art Studio Owner
- Indie Game Developer
- XR Studio Owner
- eSports Business Owner
- Game IP Merchandise
- Game Art Educator

Gig Industries

- Game Content Creator
- Publishing Artist
- Freelance Artist
- Digital Asset Creator

Entry Requirements

- STPM** ▶ Average C or CGPA 2.00 (Min. 2 principals)
- A-Level** ▶ Minimum 8 points (Min. Grade D in at least 2 subjects)
- Australian Matriculation** ▶ ATAR 55
- Canadian International Matriculation Programme** ▶ 55%
- Sunway University Foundation (FIA/FIST)** ▶ CGPA 2.00
- MUFY** ▶ 55%
- UEC** ▶ Max. 30 points from 5 subjects (all Grade Bs)
- IB Diploma** ▶ Completed with min. 24 points (excluding bonus points)
- Sunway Diploma** ▶ CGPA 2.00 or equivalent
- APEL.A** ▶ An APEL.A Certification (APEL T-6) Recognition of Prior Learning

Applicants with qualifications other than those described above will be considered on a case-by-case basis

English Language Requirements

- IELTS: 6.0
- MUET: Band 4
- SPM English: B
- UEC English: B6
- O-Level English (1119): Credit

Portfolio Requirements

- **Portfolio Submission (10 Artworks)**
Submit a portfolio of 10 artworks demonstrating your creative and visual skills. This may include drawings, digital art, 3D work, or other relevant pieces.
- **Self Introduction video (1-2 minutes)**
Submit a simple short video introducing yourself. Share your background, interest in game art, games you enjoy, and why you would like to join the programme. We want to know more about you!

Submit your video and portfolio to admissions@sunway.edu.my

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All information is correct at the time of printing (August 2026)