2022-23 ACADEMIC PROGRAMS

2022-2023 ANIMATION FOR GAME ART (CVANIG)

Description

This program focuses on the growing electronic game industry. Students will build on their 3D animation skills and learn how to create game levels and custom game assets. Students will create basic artificial intelligence entities and triggers as well as in-game cinematics. Students will learn how to package a game for distribution.

Admissions Requirements

Students must have completed the 3D Animation Certificate or have appropriate industry experience.

Course Requirements

Major/Area Requirements

Class	Title	Minimum Credits
ANI 180	Introduction to Game Level Design	4
ANI 190	History of Game Design	3
ANI 240	Advanced Game Level Design	4
ANI 250	Organic Modeling and Rigging	4
ANI 260	3D Animation III	4
Total		19

Total Credits Required: 19

Accurate as of 02/22/2023 Information is subject to change without notice.