

2021-22 ACADEMIC COURSES

ANI 240 : ADVANCED GAME LEVEL DESIGN

In this course, students will build on game level construction skills. Students will import original, custom-made assets to build effective levels. They will learn to add atmospherics, foliage, and dynamic forces. Students will also learn to create in-game cinematics.

Level I Prereq: Academic Reading and Writing Levels of 6; ANI 180 minimum grade "C"

| Description | Hours |
|----------------|-------|
| Credits | 4 |
| Lecture Hours | 60 |
| Clinical Hours | 0 |
| Lab Hours | 0 |
| Other Hours | 30 |
| Total Hours | 90 |

Accurate as of 10/22/2021 Information is subject to change without notice.

2021-22 Class offerings by semester

Swipe left to see full chart