

ANIMATION FOR GAME ART (ADVANCED CERTIFICATE)

Catalog Effective Term: Fall 2024

Program Code: CVANIG

Credential: Advanced Certificate

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.

Program Admission Requirements

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

Minimum Credits Required for the Program: 19

Code	Title	Credits
Major/Area Requirements		
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 Credits		19