

# GAME 221 : 3D for Games I

Introduction to computer animation for games. Emphasis on principles of designing and producing 3D computer-generated art assets utilizing advanced software tools. Develop higher level skills for implementation within game environments: model building; animation; color; lighting.

**Credits** 3

**Studio Hours** 6

**Lecture Hours** 0

**Prerequisites**

Minimum grade of C- in ANIM 208, MEDA 125B, MEDA 126B, MEDA 123C.