

GAME 222 : 3D for Games II

Introduction to 3D computer animation for games. Emphasis on principles of designing and producing 3D computer-generated animation through creation of advanced motion studies. Develop higher-level skills for implementation within game environments: model building; animation; color; lighting, with an emphasis on implementing those assets in a game engine environment.

Credits 3

Studio Hours 6

Lecture Hours 0

Prerequisites

Minimum grade of C- in: GAME 221; GAME 227.