

# GAME 240 : Programming for Artists

Introduction to programming. Develop ability to create tools for 3D artists. Instruction in basic skills for process automation and creation of graphical interfaces to realize artistic visions and design goals through development of personal tools and methods.

**Credits** 3

**Studio Hours** 6

**Lecture Hours** 0

**Prerequisites**

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