GAME 320 : 3D for Games III

Introduction to principles of 3D environment design. Considers theatrical sets, architectural simulation, and level design. Conceptualize and create game-specific environments, including: landscapes; terrain; objects; and structures. Continue work with 3D software and visualize work in an interactive environment using middleware game engine package; make refinements based on feedback.

Credits 3
Studio Hours 6

Lecture Hours 0
Prerequisites
Minimum grade of C- in GAME 228; GAME 240; GAME 222.