

GAME 322 : 3D for Games IV

Continuation of GAME 320 - 3D for Games III. Continued study in 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. 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 320; GAME 326; GAME 335.