

GAME 440 : Game Thesis Project 1A

Advanced concepts in design and production of computer-generated art and animation for the gaming environment. Production of game prototype for group thesis project demonstrating creativity, ability to work collaboratively, and knowledge of sophisticated production techniques, with a heavy focus on cinematics and lighting.

Credits 3

Studio Hours 6

Lecture Hours 0

Prerequisites

Minimum grade of C- in GAME 322; GAME 328; GAME 336.