

GAME 441 : Game Thesis Project 1B

Continuation of GAME 440 - Game Thesis Project 1A. Advanced concepts in design and production of computer-generated assets for the gaming environment with a heavy focus on modeling and effects. Continued production of game prototype for group thesis project demonstrating creativity, ability to work collaboratively, and knowledge of sophisticated production techniques. Note: Failure to successfully complete GAME 441 will require student to repeat GAME 440 and GAME 441.

Credits 3

Studio Hours 6

Lecture Hours 0

Prerequisites

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