VIRT 310 : Programming for Immersive Media

Artists will continue their study of programming with written code and graphical nodes to create complex interactive behavior in a real-time engine. Topics include C-family programming languages, basic shader creation, and simulation.

Credits 3
Studio Hours 6

Lecture Hours 0
Prerequisites
(VIRT 220, VIRT 201, VIRT 211) or (GAME 222, GAME 228, GAME 240) or with instructor approval.