INTRO TO WEB DESIGN & DEVELOPMENT

INTRO TO DIGITAL VIDEO

INTRODUCTION TO 3D

INTRODUCTION TO DIGITAL VIDEO
2010A Hard Surface Modeling – Procedural Modeling (5.00 semester credit hours/100 clock hours)

This course is designed for students interested in becoming game developers. The focus of this course is on creating 3D game assets using procedural modeling. Students will learn how to use procedural modeling techniques to create complex 3D models. The course covers topics such as procedural modeling, including vertex and edge manipulation, and advanced modeling techniques for game development.

2010B Advanced Materials (3.00 semester credit hours/60 clock hours)

This course covers the latest advances in materials science, including nanomaterials, biomaterials, and intelligent materials. Students will learn about the properties and applications of these materials, and how they can be used in a variety of industries.

2010C Advanced Animation (3.00 semester credit hours/60 clock hours)

This course focuses on advanced animation techniques and principles for creating realistic motion in digital media. Students will learn about keyframing, motion interpolation, and dynamics simulation, as well as how to create realistic motion in different media such as film, TV, and video games.

2010D Character Animation (3.00 semester credit hours/60 clock hours)

This course covers the principles and techniques of creating realistic character animation in digital media. Students will learn about the anatomy of the human body, how to create realistic motion, and how to animate characters in different media such as film, TV, and video games.

2010E Game Art (3.00 semester credit hours/60 clock hours)

This course focuses on creating visual assets for digital games, including 2D and 3D art. Students will learn about the design process, how to create concept art, and how to make assets compatible with different game engines.

2010F Game Design (3.00 semester credit hours/60 clock hours)

This course focuses on the design and development of digital games, including how to create game mechanics, storylines, and user interfaces. Students will learn about the game design process, how to create game concepts, and how to create game mechanics that are fun and engaging.

2010G Marketing for Game Industry (3.00 semester credit hours/60 clock hours)

This course covers the marketing and business aspects of the digital game industry. Students will learn about how to create marketing strategies, how to find potential customers, and how to create successful game launches.

2010H Project Management (3.00 semester credit hours/60 clock hours)

This course focuses on managing digital game development projects, including how to create project schedules, how to manage team members, and how to coordinate project activities. Students will learn about project management tools and techniques, and how to create successful game development projects.

2010I Programming for Game Development (3.00 semester credit hours/60 clock hours)

This course focuses on programming for digital game development, including how to create games using programming languages such as C++, Python, and Java. Students will learn about game engines, how to create game mechanics, and how to create interactive game environments.

2010J Writing for Games (3.00 semester credit hours/60 clock hours)

This course focuses on the art of writing for digital games, including how to create game scripts, how to create characters, and how to create game worlds. Students will learn about how to create engaging storylines, how to create realistic characters, and how to create believable game worlds.

2010K Advanced Sound Design (3.00 semester credit hours/60 clock hours)

This course focuses on advanced sound design techniques and principles for creating realistic sound in digital media. Students will learn about sound recording, sound editing, and sound effects creation, as well as how to create realistic sound in different media such as film, TV, and video games.

2010L Video Editing (3.00 semester credit hours/60 clock hours)

This course focuses on video editing techniques and principles for creating realistic motion in digital media. Students will learn about video editing software, including how to create video effects, how to create video transitions, and how to create realistic video in different media such as film, TV, and video games.

2010M Game Development (3.00 semester credit hours/60 clock hours)

This course covers the process of creating digital games, including how to create game mechanics, how to create game worlds, and how to create game art. Students will learn about the game development process, how to create game concepts, and how to create successful game development projects.

2010N Project Management (3.00 semester credit hours/60 clock hours)

This course focuses on managing digital game development projects, including how to create project schedules, how to manage team members, and how to coordinate project activities. Students will learn about project management tools and techniques, and how to create successful game development projects.

2010O Marketing for Game Industry (3.00 semester credit hours/60 clock hours)

This course covers the marketing and business aspects of the digital game industry. Students will learn about how to create marketing strategies, how to find potential customers, and how to create successful game launches.

2010P Programming for Game Development (3.00 semester credit hours/60 clock hours)

This course focuses on programming for digital game development, including how to create games using programming languages such as C++, Python, and Java. Students will learn about game engines, how to create game mechanics, and how to create interactive game environments.

2010Q Writing for Games (3.00 semester credit hours/60 clock hours)

This course focuses on the art of writing for digital games, including how to create game scripts, how to create characters, and how to create game worlds. Students will learn about how to create engaging storylines, how to create realistic characters, and how to create believable game worlds.

2010R Advanced Sound Design (3.00 semester credit hours/60 clock hours)

This course focuses on advanced sound design techniques and principles for creating realistic sound in digital media. Students will learn about sound recording, sound editing, and sound effects creation, as well as how to create realistic sound in different media such as film, TV, and video games.

2010S Video Editing (3.00 semester credit hours/60 clock hours)

This course focuses on video editing techniques and principles for creating realistic motion in digital media. Students will learn about video editing software, including how to create video effects, how to create video transitions, and how to create realistic video in different media such as film, TV, and video games.

2010T Game Development (3.00 semester credit hours/60 clock hours)

This course covers the process of creating digital games, including how to create game mechanics, how to create game worlds, and how to create game art. Students will learn about the game development process, how to create game concepts, and how to create successful game development projects.

2010U Project Management (3.00 semester credit hours/60 clock hours)

This course focuses on managing digital game development projects, including how to create project schedules, how to manage team members, and how to coordinate project activities. Students will learn about project management tools and techniques, and how to create successful game development projects.

2010V Marketing for Game Industry (3.00 semester credit hours/60 clock hours)

This course covers the marketing and business aspects of the digital game industry. Students will learn about how to create marketing strategies, how to find potential customers, and how to create successful game launches.

2010W Programming for Game Development (3.00 semester credit hours/60 clock hours)

This course focuses on programming for digital game development, including how to create games using programming languages such as C++, Python, and Java. Students will learn about game engines, how to create game mechanics, and how to create interactive game environments.

2010X Writing for Games (3.00 semester credit hours/60 clock hours)

This course focuses on the art of writing for digital games, including how to create game scripts, how to create characters, and how to create game worlds. Students will learn about how to create engaging storylines, how to create realistic characters, and how to create believable game worlds.

2010Y Advanced Sound Design (3.00 semester credit hours/60 clock hours)

This course focuses on advanced sound design techniques and principles for creating realistic sound in digital media. Students will learn about sound recording, sound editing, and sound effects creation, as well as how to create realistic sound in different media such as film, TV, and video games.

2010Z Video Editing (3.00 semester credit hours/60 clock hours)

This course focuses on video editing techniques and principles for creating realistic motion in digital media. Students will learn about video editing software, including how to create video effects, how to create video transitions, and how to create realistic video in different media such as film, TV, and video games.