### General Education

Transfer credits for general education courses are granted on a course-by-course basis based on a transfer request made by the student prior to matriculation. Transfer credits are not guaranteed. See transfer credit policy in the catalog for more details.

- Communications & Critical Thinking
- Critical Studies: Analytical Writing & Literature
- Introduction to Psychology

### Year 1

- Mathematical Concepts
- Concepts in Science
- Popular Culture

### Year 2

- Concept & Imaging
- Introduction to Animation
- Animation 1
- 3D Modeling 1
- Programming for Artists

### Year 3

- Texture & Lighting 1
- Motion Studies
- Game Production 1
- Game Production 2
- Character Rigging
- User Interface Design
- Advanced Game Production
- Animation for Games

### Year 4

- Creative Writing
- American History

### Program Specific

- Introduction to Game Development
- Principles of Game Design

- Concept & Imaging
- Introduction to Animation
- Animation 1
- 3D Modeling 1
- Programming for Artists

- Texture & Lighting 1
- Motion Studies
- Game Production 1
- Game Production 2
- Character Rigging
- User Interface Design
- Advanced Game Production
- Animation for Games

### Fine Art

- Drawing Bootcamp
- Design Basics

### Common Core

- Living in a Media World 1
- Living in a Media World 2

- Architectural Design & Modeling
- Modeling for Games
- Texture & Lighting for Games
- Final Game Project 1
- Final Game Project 2
- Final Content

### Elective: Professional Life Skills or Externship

Professional Life Skills is an elective course. In lieu of taking Professional Life Skills, students may elect to take the externship elective. Students must complete an application process through the Education Department to determine eligibility for the Externship.
**INTRODUCTION TO ANIMATION**

AVE203

This course builds on the skills learned in the fine art courses and takes them into the digital realm by using Adobe Photoshop as a digital paint medium. Students will practice and develop skills in drawing, painting, and perspective. We will look at specific techniques and tools that establish the foundation in Adobe Photoshop. Students will learn the process of making a game level by adding objects, lights, and textures, and will use this real-world lighting effects, textures, maps and lighting schemes for 3D objects.

**TEXTURE AND LIGHTING I**

TEXTURE AND LIGHTING I

This course introduces the fundamental concepts, terminology and techniques of computer-generated 3D texturing and lighting. Students will learn the process of texturing objects, and will learn to work with various real-world lighting effects, textures, maps and lighting schemes for 3D objects.

**TEXTURE AND LIGHTING II**

TEXTURE AND LIGHTING II

This course teaches students texturing through the medium of motion capture animation. After completing this course, students will learn Laban acting technique. Performances will then be digitized via the Vicon motion capture system. 3D sculpting is then used to create the skeletal system. MotionBuilder is then used to create the animation. The final product is then used to create the animation. The final product is then used to create the animation.

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