

GAME ART TECHNICAL DIRECTOR, COMPUTER SCIENCE + ANIMATION (BS)

Course	Title	Quarter Hours
GAM 372	OBJECT-ORIENTED GAME DEVELOPMENT	4
GAM 392	GAME MODIFICATION WORKSHOP	4
ANI 346	GAME ART PIPELINE	4
ANI 347	ART FOR GAME MODS	4
One 3D Animation course from the following list		4
ANI 300	3D CHARACTER ANIMATION	
ANI 310	MOTION CAPTURE	
ANI 330	3D CHARACTER MODELING	
ANI 333	ADVANCED 3D RIGGING	
ANI 336	3D MODELING STUDIO	
ANI 337	ENVIRONMENT MODELING	
ANI 338	3D ORGANIC MODELING	
ANI 341	ADVANCED ANIMATION PRODUCTION	
ANI 343	3D ANIMATION FOR GAMES & CINEMATICS	
ANI 378	3D DYNAMICS	

NOTE: ANI 341 is required for students choosing the Animation Capstone option

Program Combination Restrictions

Students pursuing the BS in Computer Science + Animation with a Game Art Technical Director Concentration are forbidden from pursuing the following secondary/double majors: BS Computer Science (all concentrations); BS Game Programming; BS Information Technology; BS Math and Computer Science; BA Animation; BFA Animation.