GAME TECHNICAL DIRECTOR (MINOR)

This minor is only available to students in the Game Programming BS and the Computer Science BS who complete GAM 325 Applied 3D Geometry and GAM 370 Rendering and Graphics Programming as part of their degree requirements.

Course	Title	Quarter Hours
ANI 230	3D DESIGN & MODELING	4
ANI 231	3D ANIMATION	4
ANI 346	GAME ART PIPELINE	4
GAM 325	APPLIED 3D GEOMETRY	4
GAM 370	RENDERING AND GRAPHICS PROGRAMMING	4
Choose 12 Credit Hours from the following list:		12
ANI 310	MOTION CAPTURE	
ANI 332	3D RIGGING	
ANI 333	ADVANCED 3D RIGGING	
ANI 336	3D MODELING STUDIO	
ANI 337	ENVIRONMENT MODELING	
ANI 338	3D ORGANIC MODELING	
ANI 339	3D TEXTURING AND LIGHTING	
ANI 351	ADVANCED MOTION CAPTURE STUDIO	
ANI 378	3D DYNAMICS	