ATEC 6346 - Game Pipeline Methodologies

ATEC 6346 Game Pipeline Methodologies (3 semester credit hours) This course functions as a simulation of the game development industry. This course utilizes various aspects of all areas of game development including programming, art, animation, sound design, game design, level design, project management, and project direction. Games developed in this course emphasize innovation, aesthetics, unique or experimental mechanics, and technological achievement. May be repeated for credit as topics vary (9 semester credit hours maximum). (0-3) T (2016-02-06 00:03:29)