ATEC6358 - Concept Development

**ATEC 6358** Concept Development (3 semester credit hours) This course is an in-depth examination of the creation and development of game and animation concepts through various writing and creation techniques. Topics include, advanced modeling and texturing principles and techniques, creating hard surface/organic models, and utilization of polygonal geometry. (0-3) R (2016-02-06 00:05:58)