

ATCM4373 - Animation for Games

[ATCM 4373](#) Animation for Games (3 semester credit hours) This course builds upon the foundational principles explored in Animation I. Students will learn and practice animation processes, from preparation and planning to animating a fully rigged character using key frame animation, to implementation into a game engine to create a real-time, immersive user experience. Prerequisite: [ATCM 3305](#). (3-0) Y