

ATCM2310 - Animation and Game Fundamentals

[ATCM 2310](#) Animation and Game Fundamentals (3 semester credit hours) This course will provide students a foundation in the practices and methods of computer animation and games. Students will gain exposure to the various areas of production pipelines through lectures supported by hands-on lab sessions. Topics may include the state of the industry, non-traditional applications, basic project management, and future directions. (3-0) S