

# Simulation and Game Development

## Modeling and Animation (C25450A)

### *Certificate*

#### PROGRAM PLANNING GUIDE

**Date Revised: Fall 2022**

**Replaces Curriculum Schedule Dated: February 2016**

Courses taken more than 5 yrs. ago may not receive transfer credit. Consult your advisor for details.

#### Curriculum

			Hours Per Week		
			Class	Lab	Credits
SGD	114	SGD 3D Modeling I	2	3	3
SGD	116	SGD Graphic Design Tools	2	3	3
SGD	162	SGD 3D Animation I	2	3	3
SGD	214	SGD 3D Modeling II	2	3	3
		Elective	2	3	3

**GRADUATION REQUIREMENT:**

**Credit Hours 15**

#### Electives

(choose 3 credit hours from the following courses)

SGD	165	SGD Character Development	2	3	3
SGD	172	SGD Virtual Environments	2	3	3