

Simulation and Game Development

Technical Animation (C25450K)

Certificate

PROGRAM PLANNING GUIDE

Date Revised: Fall 2022

Requires SGD 116 as pre-requisite

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	162	SGD 3D Animation I	2	3	3
SGD	210	3D Data Capture	2	3	3
SGD	237	Rigging 3D Models	2	3	3
SGD	262	SGD 3D Animation II	2	3	3

GRADUATION REQUIREMENT:

Credit Hours 15