

GAME ANIMATION, CERTIFICATE

The Game Animation certificate prepares the student to animate and develop video games using game animation techniques used in the game industry.

For more information about Computer and Information Science, please visit the program page (<http://www.cod.edu/cis>).

Certificate Requirements

Field of Study Code: CIS.CER.GAMEAN

| Code | Title | Credits |
|----------------------|--|-----------|
| CIS 1199 | Introduction to Game Industry | 2 |
| CIS 1200 | Game Design | 3 |
| CIS 1211 | 2D Game Development | 3 |
| CIS 1212 | Game Asset Creation | 2 |
| CIS 1400 | Programming Logic and Technique | 4 |
| CIS 1410 | Introduction to Human Computer Interaction | 3 |
| CIS 2212 | 3D Game Development | 4 |
| CIS 2334 | Motion Capture Studio | 3 |
| or MPTV 1320 | Experimental Animation | |
| or MPTV 2311 | Advanced Animation | |
| or MPTV 2333 | Motion Graphics and Special Effects II | |
| or MPTV 2334 | Motion Capture Studio | |
| or MPTV 2340 | Three-Dimensional Animation II | |
| or MPTV 2342 | Animation Portfolio | |
| ART 1101 | Drawing Foundations I | 3 |
| MPTV 1311 | Introduction to Animation | 3 |
| MPTV 1313 | History of Animation | 3 |
| MPTV 1324 | Motion Graphics and Special Effects I | 3 |
| MPTV 2331 | 3-D Animation I | 3 |
| MPTV 2332 | Game Animation | 3 |
| or CIS 2332 | Game Animation | |
| Total Credits | | 42 |