

Undergraduate Program Requirements

Interactive Arts & Media Program Requirements

Currently displaying program requirements for academic year: ▼

Game Art Minor 2015

TWENTY-ONE (21) CREDITS are required to fulfill the Game Art Minor.

Course	Title	Credits	Grade
36-1100	Game Culture	3	C
36-1500	Introduction to Game Development	3	C
36-2380	Character Visualization for Games	3	C
36-2370	3D Composition for Interactive Media	3	C
36-2350	2D Art for Games	3	C
36-2360	2D Motion for Games	3	C
36-3302	Advanced 3D for Games	3	C

Courses: 7/7

This page displays information from the OASIS Catalog.

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