



CIT 249: Visual Concepts for Game Designers II

This course continues the study of visual concepts and the software that supports their development. Students will work on more advanced concepts. Emphasis is placed on the concepts and skills needed to create actual assets for use in actual games. Prerequisite(s): CIT 141 or permission of the instructor. Three lecture hours per week.

Course Student Learning Outcomes

At the completion of this course, the students should be able to do the following: 1. Create models for games. 2. Create textures for games. 3. Animate characters for games. 4. Export game ready assets. 5. Import assets into games.

Credits: 3

Program: Computer Information Technology