

AGGP 294C : Animation and Graphic Game Programming Capstone Project

Students will be working on campus in team projects or off campus on internships. Students will be creating projects based on the specifications developed in AGGP 291C. The lab portion is devoted to student project development. All work will be supervised by an NHTI instructor and students are expected to work at an industry performance level. Final team presentations of the work accomplished are part of this course.

Credits 4

Lab/Practicum/Clinical Hours 5

Lecture Hours 2

Prerequisite Courses

AGGP 291C