

AGGP 103C : Introduction to Content Development

Gain practical experience in developing content using applications, techniques, and standards used by the game industry. This course includes an introductory overview of image editing and manipulation, sprites, tiles, and tile-based worlds. Course material is reinforced with hands-on assignments and the creation of a portfolio. Students who do not intend to enter the AGGP program should consider enrolling in VRTS 193C.

Credits 3

Lab/Practicum/Clinical Hours 2

Lecture Hours 2

Prerequisites

Working knowledge of current desktop operating systems