

## **3D II**

DMD 1223

### **DEGREE PROGRAM COURSE DESCRIPTIONS**

This course will introduce students to the concepts and tools used to create 3D games. Using current 3D applications, students will build, texture, and sculpt models for use in movies and games that reflect the design mechanics of historical games.

### **PREREQUISITES?**

DMD 1043 or by evaluation

### **CREDIT HOURS**

3