COMPUTER DESIGN, ANIMATION AND GAME DESIGN (CDAG)

CDAG 33095   SPECIAL TOPICS IN COMPUTER DESIGN ANIMATION AND GAME DESIGN   1-3 Credit Hours
To be determined based on special course topic presented. Prerequisite: None.
Schedule Type: Lecture
Contact Hours: 1-3 lecture
Grade Mode: Standard Letter

CDAG 34000   COMPUTER ANIMATION II   3 Credit Hours
Continuation of the study and technology applications of computer animation with emphasis on camera usage and the production of a comprehensive animation project involving the animation thought process (ATP).
Prerequisite: CADT 22004.
Schedule Type: Lecture
Contact Hours: 3 lecture
Grade Mode: Standard Letter

CDAG 34001   COMPUTER ANIMATION III   3 Credit Hours
Continued study of practical technology applications of computer animation with emphasis on scripting code writing, systems line variables and fluent realism factors within the ATP.
Prerequisite: CDAG 34000.
Schedule Type: Lecture
Contact Hours: 3 lecture
Grade Mode: Standard Letter

CDAG 34003   ANIMATION THEORY   3 Credit Hours
A comprehensive course covering the fundamentals of storytelling with animation and motion graphics. Coverage of concept development, pre-production, storyboarding, color and design.
Prerequisite: CDAT 22004.
Schedule Type: Lecture
Contact Hours: 3 lecture
Grade Mode: Standard Letter

CDAG 34004   TECHNOLOGY OF LIGHT, COLOR, DESIGN AND LAYOUT   2 Credit Hours
A course dealing with the study of the technical principles and applications of light, color, design and layout to the production of computer animation for engineering materials and products.
Prerequisite: CADT 22004.
Schedule Type: Lecture
Contact Hours: 2 lecture
Grade Mode: Standard Letter

CDAG 34005   VIRTUAL REALITY AND GAME DESIGN   3 Credit Hours
In this course, we will learn the essentials of game environment creation. We will look at how textures, terrains, foliage, particle effects, lighting and blueprinting work and are created in a computer-aided software. We will also learn to import 3D models in to our game environment.
Prerequisite: CDAG 34000.
Schedule Type: Lecture
Contact Hours: 3 lecture
Grade Mode: Standard Letter

CDAG 43000   ADVANCED ANIMATION AND GAME DESIGN   3 Credit Hours
This course is the continuation of Virtual Reality and Game Design and a heavily group project based course. We will be covering how to add characters and blueprint scripting aspects in Unreal Engine. Our purpose is to create a playable 3D game in Unreal Engine.
Prerequisite: CDAG 34005.
Schedule Type: Lecture
Contact Hours: 3 lecture
Grade Mode: Standard Letter

CDAG 43001   TECHNOLOGY OF ANIMATION PRODUCTION   3 Credit Hours
A course dealing with the technical and business aspects of pre- and post production planning for multimedia video or film projects. Covers a systematic approach to content organization and development, scripting, visualization proposal development contracts, budgets and legal issues.
Prerequisite: CDAG 34001.
Schedule Type: Lecture
Contact Hours: 3 lecture
Grade Mode: Standard Letter

CDAG 43002   GRAPHICS DESIGN TECHNOLOGY   3 Credit Hours
A course of study in the technology of creating knowledge and effects using computer-graphics concepts to create photo-realistic composite images and to restore and enhance a wide array of images.
Prerequisite: CADT 22004.
Schedule Type: Lecture
Contact Hours: 3 lecture
Grade Mode: Standard Letter