

GAME DESIGN

CERTIFICATE CHECK SHEET

GAME DESIGN

31 Credit Hours

2014-15 ACADEMIC YEARS

Program Manager: Karen M. Henry: (505) 287-6656

Rev. 02/2015

NAME _____

ID #: _____

<u>COURSE #</u>	<u>TITLE</u>	<u>SEMESTER</u>	<u>CREDITS</u>	<u>GRADE</u>
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GAME DESIGN COURSES CORE REQUIREMENTS

CMT 142	Computer Illustration	_____	___3__	_____
CMT 145	Image Processing I	_____	___3__	_____
CMT 151	Evolution of Electronic Games	_____	___3__	_____
CMT 160	Modeling and Animation	_____	___3__	_____
CMT 175	3D Character Design	_____	___3__	_____
CMT 200	Critical Game Design	_____	___3__	_____
CMT 228	Level Design Concepts	_____	___3__	_____
CMT 252	Game Tools and Techniques	_____	___3__	_____
CMT 260	3D Special Effects	_____	___3__	_____
CMT 227	Advanced Character Animation	_____	___3__	_____
	Or CMT 255 Special Topic: History of Animation			
	Or OECS 140 Intro. To Game Production Industry			
	Or OECS 245 Game Programming I			
	OR OECS 246 Game Programming II			
	OR Approved media-related elective			
OETS 102	Career Readiness Certification Preparation	_____	___1__	_____

TOTAL CREDITS

_____ **31** _____

FINAL CUMULATIVE GPA _____

CREDIT HOURS COMPLETED..... _____

CREDIT HOURS IN PROGRESS _____

HOURS NOT APPLIED TO GRADUATION..... _____

TOTAL HOURS FOR GRADUATION..... _____

CHECKED BY _____

DATE: _____

"N" Courses			