

MART 385 Coding for Designers and Artists

MART 385 CODING FOR DESIGNERS AND ARTISTS

Introduction to writing scripts and code for artists and designers. Using a game engine, students learn the fundamentals of coding by creating interactive animated graphics. Activities include drawing graphics, controlling animation, working with sound, and interacting with user inputs. Coding concepts covered include working with variables and arrays, writing functions, working with loops and logic, creating classes and objects, and translating between different coding languages. *Grade Option (Letter Grade or Pass/No Pass). Degree Credit.*

Units: 3

Hours/semester: 48-54 Lecture; 32-36 TBA; 64-72 Homework

Transfer Credit: CSU

