

MART 447 3D Level Design

MART 447 3D LEVEL DESIGN

Covers artistic, functional and storytelling aspects of video game level design: prototyping, layout and simple scripting of events. Using a 3D game engine, students design and build a single player and multiplayer level. *Grade Option (Letter Grade or Pass/No Pass). Degree Credit.*

Units: 3

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

Recommended: MART 445

Transfer Credit: CSU

