

Simulation and Game Development

Modeling and Animation (C25450A)

Certificate

PROGRAM PLANNING GUIDE

Date Revised: Fall 2025

Prior to enrolling in the C25450A Simulation and Game Development: Modeling and Animation certificate program, students must have satisfied all pre-requisites, either by completing the WTCC C25450D certificate, or through the appropriate equivalent transfer credits.

Courses taken more than 5 yrs. ago may not receive transfer credit. Consult your advisor.

Curriculum					
			Hours Per Week		Credits
			Class	Lab	
SGD	116	SGD Graphic Design Tools	2	3	3
SGD	114	SGD 3D Modeling I	2	3	3
SGD	117	Art for Games	2	3	3
SGD	162	SGD 3D Animation I	2	3	3
SGD	214	SGD 3D Modeling II	2	3	3
		Program Elective	2	3	3

GRADUATION REQUIREMENT:

Credit Hours 18

Electives					
(choose 3 credit hours from the following courses)					
SGD	165	SGD Character Development	2	3	3
SGD	172	SGD Virtual Environments	2	3	3