Simulation and Game Development

Tech Art (C25450J)

Certificate

PROGRAM PLANNING GUIDE

Prior to enrolling in the C25450J Simulation and Game Development: Tech Art certificate program, students must have satisfied all pre-requisites, either by completing the WTCC C25450D certificate, or through the appropriate equivalent transfer credits.

Date Revised: Fall 2024

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

Curriculum

				Hours Per Week		
			Prerequisites	Class	Lab	Credits
SGD	113	SGD Programming I	MAT-003 and ENG-002 or ENG-111	2	3	3
SGD	114	SGD 3D Modeling I	SGD-116	2	3	3
SGD	210	3D Data Capture	SGD-114 and SGD-162	2	3	3
SGD	239	SGD Tech Art	SGD-113 and SGD-114	2	3	3
SGD	242	SGD Photogrammetry	SGD-114	2	3	3

GRADUATION REQUIREMENT: **Credit Hours 15**