

Simulation and Game Development

Technical Animation (C25450K)

Certificate

PROGRAM PLANNING GUIDE

Date Revised: Fall 2025

Prior to enrolling in the C25450K Simulation and Game Development: Technical 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	162	SGD 3D Animation I	2	3	3
SGD	210	3D Data Capture	2	3	3
SGD	237	Rigging 3D Models	2	3	3
SGD	262	SGD 3D Animation II	2	3	3

GRADUATION REQUIREMENT:

Credit Hours 18