2020-2021

Media Arts – Game Design
Certificate of Occupational Training

Alan Trever

| Faculty Advisor/Program Director | Student Name | Academic Advisor |

575.624.7045

| Telephone Number | Student ID Number | Date |

		Grade	Sem.		Grade	Sem.		Grade	Sem.
Writeplacer				ENG 096			ENG 098L		
Math	--	--	--	MATH 094/095			MATH 097/098		

Note * Prerequisite/s required: See list below

Fall Semester			Credit Hours	Grade	Semester
ARTS	1610	Drawing I	3 hrs.		
ART	102	Beginning Drawing II	3 hrs.		
FDMA	1555	Introduction to the Creative Media Industry	1 hr.		
FDMA	1515	Introduction to Digital Image Editing-Photoshop	4 hrs.		
FDMA	1580	Game Design Fundamentals	4 hrs.		
			15 hrs.		

Spring Semester			Credit Hours	Grade	Semester
*FDMA	2530	Introduction to 3D Modeling	4 hrs.		
*FDMA	2720	3-D Animation	4 hrs.		
*FDMA	2790	Game Design Concepts	4 hrs.		
*MA	208	Game Tools and Techniques	4 hrs.		
			16 hrs.		

	TOTAL HOURS REQUIRED FOR DEGREE	31 hrs.

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*Prerequisites:

MA	132	Animation Modeling
		Prerequisite or Co-requisite: MA 105
MA	206	Game Design Concepts
		Prerequisite or Co-requisite: MA 132
MA	208	Game Tools & Techniques
		Prerequisite or Co-requisite: MA 206
MA	234	Advanced Animation Modeling
		Prerequisite or Co-requisite: MA 105