

Game Concept Design - AN220

Section: AN220 001231S Main Campus

Section Type: Lecture

Credit Hours: 4.00

Course Description: Create a design document and concept art for game environments and characters while exploring elements of level design and world building through creation of a basic game level.

WHEN

Days: T R

Times: 01:00 PM - 03:30 PM

Start Date: 08/17/2023

End Date: 12/07/2023

WHERE

Campus: Main Campus

Building: Shears Technology Center

Room: STC131

INSTRUCTOR

BLAIR PAULY

BOOKS

No textbooks for this course.