Game Concept Design - AN220

Section: AN220 001251S Main Campus
Section Type: Lecture
Credit Hours: 3.00
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: 01:10 PM - 02:40 PM
Start Date: 08/21/2025
End Date: 12/11/2025
WHERE
Campus: Main Campus
Building: Shears Technology Center
Room: STC131
INSTRUCTOR
BLAIR PAULY
BOOKS
No textbooks for this course.