Game Concept Design - AN220

Section: AN220 001261S Main Campus
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 Start Date: 08/20/2026 End Date: 12/10/2026
Days:
TR
1:10 PM - 2:40 PM
Campus: Main Campus
Building: Shears Technology Center
Room: STC131

INSTRUCTOR
BLAIR PAULY
BOOKS
No textbooks for this course.