

GDB349 : Project and Portfolio IV: Game Development

The Project and Portfolio IV: Game Development course combines hands-on learning experiences with summative and formative portfolio assessments. In this course, students will apply graphical features and techniques available on modern 3-D hardware to build a rendering module. Students will be exposed to a broad variety of techniques used in the video-game and simulation industries to create attractive 3-D visuals.

Credits 3

Course Length 4 weeks