

GDD245 : 3-D Content Creation

The 3-D Content Creation course explores techniques used in the professional game industry to create and render content for real-time 3-D games. Topics covered include geometry, lighting, shading, texturing, the rendering pipeline, the content-creation pipeline, animation, and level editors. Student assignments include creating and animating content with 3-D modeling software and using a level editor to create environments for use in a commercial game engine.

Credits 3