

DIGITAL RENDERING AND GAMING DEVELOPMENT, CERTIFICATE - ARV5

Requirements

Courses	Course Title	Credit Hours
Required Course Information		
ARV 110	Computer Graphics I	3
ARV 120	Drawing	3
ARV 121	Design	3
ARV 123	Composition and Color	3
ARV 124	Sequential Drawing	3
ARV 125	Drawing for Animators	3
ARV 222	Computer Animation	3
CPT 160	Digital Vector Graphics I	3
CPT 161	Introduction to Digital Raster Graphics I	3
CPT 288	Computer Game Development I	3
Subtotal		30
Total Hours		30