

## Jeff Levy

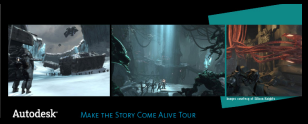
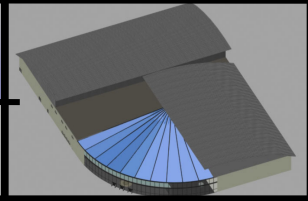
Instructor & Head of CAD

Department

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## Game Technology & Animation



# Program Highlights

### This degree specialization is designed to:

- give students a basic foundation in game technology and animation.
- create specialized skill sets to help students in Computer Aided Design pursue employment in job markets that need basic animation and Game Technology Skills.
- introduce students to basic and Interactive Web Design

### Fall 2007 Curriculum

#### FALL 1<sup>ST</sup> SEMESTER

DRF 114	Drafting I ( <i>Intro to CAD</i> )	
ENG 115	Technical Writing or (ENG 111)	
<b>DRF 120</b>	<b>Intro to Graphic Representation</b>	<i>Hand drawn and computer drawn 2D Graphics – Corel Draw, Corel Photo Paint, Adobe Photoshop</i>
ITE 115	Intro. To Computer Applications	
MTH 115	Technical Math or (MTH 163)	
SDV 106	Prep. for Employment or (STD 100) Health P.E.	

#### SPRING 2<sup>ND</sup> SEMESTER

DRF 136	Descriptive Geometry	
DRF 201	CAD I	
DRF 226	Computer Aided Machining	
<b>DRF 238</b>	<b>Animation I</b>	<i>3D modeling, texturing, lighting and animation, - 3D Studio Max</i>
<b>ITD 110</b>	<b>Web Design I</b>	
IND 113	Materials and Processing	

#### FALL 3<sup>RD</sup> SEMESTER

DRF 202	CAD II	
<b>DRF 239</b>	<b>Animation II</b>	<i>Advanced Modeling, Animation, Intro to Game Level Building – 3D Studio Max,</i>
<b>Studio Max,</b>		<i>Adobe Premier, Unreal Runtime Game Engine</i>
DRF 241	Parametric Solid Modeling I	
MEC 131	Mechanics I - Statics Engineering Tech.	
<b>ITP 195</b>	<b>Intro to Game Design</b>	
	Social Science	

#### SPRING 4<sup>TH</sup> SEMESTER

<b>DRF 203</b>	<b>CAD III (Specialization Portfolio)</b>	<i>Semester long Individual Portfolio Project for degree specialization Will develop a project specific to their concentration of degree and incorporate Software of choice to demonstrate learned skill sets.</i>
<b>DRF 280</b>	<b>Design Capstone Project</b>	<i>Team Project – combining architecture, animation, engineering, software programming and game engine level design.</i>
<b>ITD 212</b>	<b>Interactive Web Page Design</b>	
SPD 137	Oral Interpretation	
	Social Science Elective	
	Health or PE	

Courses in **red** and **blue** are directly related to Game Technology and Animation Specialization Degree.

**red** - I.T.

**blue** - CAD

## Game Technology & Animation

Upon graduation students will have an in-depth knowledge of Computer Aided Design, specialized training in Animation and Fundamental Game Technology as well as Object Oriented Programming to include game engine design with Alice 2.0 3D Game Engine and Level Design with Unreal Runtime Game Engine.



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