## **Minnesota State University Moorhead**

# **GCOM 466: Advanced Interactive Graphics**

#### A. COURSE DESCRIPTION

Credits: 3

Lecture Hours/Week: 3 Lab Hours/Week: \*.\* OJT Hours/Week: \*.\*

Prerequisites: GCOM 368

Corequisites: None MnTC Goals: None

Continued practical study of interactive 3D, audio, and motion graphic applications used in the multimedia industry. Emphasis is on production processes, game UI, DVD-CD ROM, Web processes.

**B. COURSE EFFECTIVE DATES:** 08/25/2008 - 10/06/2013

#### C. OUTLINE OF MAJOR CONTENT AREAS

None

#### **D. LEARNING OUTCOMES (General)**

None

### E. Minnesota Transfer Curriculum Goal Area(s) and Competencies

None

#### F. LEARNER OUTCOMES ASSESSMENT

As noted on course syllabus

#### G. SPECIAL INFORMATION

None noted

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