

# 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: None

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