

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