

3ds Max

This exciting new certificate program will teach students how to use both 3ds max and Character Studio to design, develop, and animate 3D video game characters. This program includes an internship opportunity for an additional fee. Internships are either three or six months and are performed remotely from your current location.

Art/Character Development is one of the most important skills behind the success of digital games. The Character Creation specialization included in this program prepares you to create 2D and 3D artwork for digital games. You'll complete individual assignments to develop the knowledge and skills necessary to create characters, models, textures, and environmental art for games. You'll learn to use a variety of tools to create Character game art.

Quality 3D animation is the standard for today's videogames. To be a successful 3D Animator takes the marriage of both traditional artistic talents and the mastery of a barrage of computer programs and digital design techniques.

This awesome 3D game design and animation certificate course offers the chance for students to immerse themselves in a 3D world. If you are looking to design professional 3D games that look and feel just like the ones you play at home then you don't want to miss this course!

The character development section applies the principles to the process of creating 3D game art/Character development. Emphasis is placed on modeling, texturing, and preparing models for animation. Once you have mastered character development, you will learn 3D animation. This program is designed for aspiring game animators who have a passion for creating complex virtual 3D landscapes, create models, design levels, assign character actions, develop customizable skins, and create lighting and shadow effects.

Video Game Design and Development

Developing and managing the complex environments for games and related visualization applications can be a challenging task. The Video Game Design and Development online program lays the groundwork for students who wish to learn the high-end techniques and engineering principles behind modern videogame technology. Using a comprehensive and analytical approach to game development principles and techniques, students will begin to develop the skills that are necessary to implement their own game ideas.

The Video Game Design and Development program is an appropriate starting point for students who seek a professional career as a game developer. It is also well-suited for enthusiastic amateurs and gamers looking to explore this exciting field as a recreational endeavor.

In this online program, students will learn the core programming and mathematics skills necessary for game developers and receive an introduction to 3D graphics pipeline programming. This program will fully prepare students for more advanced training in the game technology field which you can receive in the Advanced Video Game Design and Development online program. No assumptions about prior game or graphics programming experience are made although a reasonable familiarity with computers and a background in high school level mathematics are required.

Here's how GES online courses work

The online Video Game Design and Development programs are offered in partnership with Gatlin Education Services. Each online program is self-paced and open enrollment (you can start the program at any time). Each student is paired with an expert instructor for one-on-one assistance. GES provides all materials for the programs including student software, textbooks, and access to the online classroom. Detailed descriptions, outlines, and demos of the courses are available online at www.gatlineducation.com.

Advanced Video Game Design & Development

In the Advanced Video Game Design and Development online program students will move on to learn more advanced 3D graphics programming techniques. Students will explore mesh optimizations and hierarchical animation techniques, the use of level of detail (LOD) algorithms to improve application performance by reducing polygon counts in distant objects, skeletal animation systems for realistic character animation, and more. An examination of artificial intelligence routines commonly used in games will also take place in this exciting online program.

As this program progresses, students will continue their studies of advanced 3D graphics techniques and conclude their examination of Direct3D 9.0. Adding physics to real-time game engines will be discussed and will cover topics like collision detection and response, vehicle physics, and realistic animation.

Students will then learn about switch rendering APIs to OpenGL, and new topics such as advanced radiosity lighting, tree structures, and traversal algorithms for efficient sorting and rendering of polygon datasets will be introduced. The focus of study will then shift to the use of spatial partitioning and offline pre-processing of scene geometry to optimize polygon drawing and intersection routines as well as real-time terrain rendering strategies. Network programming for multiplayer games will also be discussed.

This program will teach students how to lay the foundation for a robust game architecture using high performance cross-platform renderers and scene graphs. The incorporation of sound and music into games will also be discussed. Upon successful completion of this program, students will have completed a number of different game projects that will be perfect for use in their own demo reels.

COURSE REGISTRATION

Name _____

Social Security # _____

Address _____

City _____

State _____ Zip _____

Work Phone _____

Home Phone _____

E-Mail Address _____

- 3ds Max
Web Based 650 Hours Registration Fee: \$4,095
- Video Game Design and Development
Web Based 300 Hours Registration Fee: \$2,395
- Advanced Video Game Design and Development
Web Based 350 Hours Registration Fee: \$2,995

Check MasterCard Visa

Account # _____

Exp. Date _____ Signature _____

HOW TO REGISTER

BY MAIL: Complete the registration form above, attach your check or money order and mail to the address listed below.

BY PHONE: Call (570) 941-7582. Phone registration hours are Monday through Friday from 8:30 a.m. to 4:30 p.m. EST.

BY FAX: Fax registration is available 24 hours a day, 7 days per week. Be sure to fax your fully completed enrollment form with credit card information provided to (570) 941-7937.

**The University of Scranton
Center for Continuing Education
O'Hara Hall
Scranton, PA 18510-4639**

For information on financial assistance please visit
www.collegeloanapplication.com

For student loan information call The Education Resources Institute (TERI) at (800) 255-8374, ext. #2 (The Customer Service Department can take your application over the phone.)

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VIDEO GAME DESIGN & DEVELOPMENT

THE UNIVERSITY OF
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