Animation for Games

This certificate is designed for students aspiring to become animators, gaming enthusiasts, and those eager to master the fundamental principles of crafting captivating cinematic, in-game animation, and motion capture sequences. The required courses offer crucial knowledge and skills necessary for securing entry-level positions within the dynamic game development industry.

To acquire the **Certificate of Achievement in Animation for Games**, it is necessary to complete the following courses:

Required Courses		Units	N	IP	C
ANIM 105	Principles of 3-D Digital Animation	**4**			
ANIM 110	Digital Character Animation	**4**			
GAD 102	Game Concept Design and Visual Development	**3**			
GAD 103	Game Technologies and Engines	**3**			
Total units needed for Certificate of Achievement		**14**			
Units Completed					
*Prerequisite/Corequisite					