

CERTIFICATE OF ACHIEVEMENT

Character Design for Games

This certificate is tailored for aspiring character artists, gaming enthusiasts, and students eager to grasp the foundational principles of crafting compelling game characters. Required courses provide essential knowledge and skills for entry-level positions in the dynamic game development industry.

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

Required Courses		Units	N	IP	C
ANIM 130	Modeling for Games	4			
ANIM 133	Character Design	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					