



Digital Design and Animation Career Pathway (DIDE)		
Prerequisite	Concentrator	Continuation
TS24 Digital Design and Animation I	TS25 Digital Design and Animation II OR TS31 Game Art Design	TS32 Advanced Game Art Design

## Digital Design and Animation I

### Course Description

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Digital Design and Animation I is an introductory level course focusing on the concepts and tools used by digital artists in a wide variety of creative careers including graphic design, film, and game design. Students work with professional-grade creative software packages to develop 2D and 3D digital graphics and audio/video media. Students use Adobe CC Suite, and digital 3D Modeling with 3DS Max to build needed skills for subsequent courses.

## Digital Design and Animation II

### Course Description

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Digital Design and Animation II emphasizes the use of industry-standard 3D modeling software. Students will get experience with advanced modeling techniques, lighting, camera work, texturing, simulation, and animation within Autodesk 3DS Max.

## Game Art Design

### Course Description

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Game Art Design focuses on the use of game theory and design methods to create fun and engaging games. Students learn the basics of game design theory and use that to create their own games throughout the semester. Students will work with both board games and computer games over the course of the semester. Students use Adobe CC Suite for graphics and Unity to develop computer games.