## FAYETTEVILLE TECHNICAL COMMUNITY COLLEGE

**SIMULATION AND GAME DEVELOPMENT/**

**INTERACTIVE 3D CERTIFICATE (C25450C2)**

Effective: Fall 2024

Revised: 01/31/24

Students learn the basics Interactive 3d. They are taught the principles of 3d modeling, texturing, and animation. They are introduced to 2d and 3d editing software, and game engines.

Length: 3 Semesters

Prerequisite: High School Diploma, Placement Test Equivalent

Award: Certificate

### FALL SEMESTER 1

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Prefix No.** | Title | **Class** | **Lab** | **Clinical** | **Credit** |
| SGD114 | SGD 3D Modeling I | 2 | 3 | 0 | 3 |
|  |  | ----- | ----- | ----- | ----- |
|  | **Totals** | **2** | **3** | **0** | **3** |

### SPRING SEMESTER 1

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Prefix No.** | Title | **Class** | **Lab** | **Clinical** | **Credit** |
| SGD116 | SGD Graphic Design Tools | 2 | 3 | 0 | 3 |
| SGD162 | SGD 3D Animation I | 2 | 3 | 0 | 3 |
|  |  | ----- | ----- | ----- | ----- |
|  | **Totals** | **4** | **6** | **0** | **6** |

### FALL SEMESTER 2

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Prefix No.** | Title | **Class** | **Lab** | **Clinical** | **Credit** |
| SGD172 | SGD Virtual SG Environments | 2 | 3 | 0 | 3 |
| SGD214 | SGD 3D Modeling II | 2 | 3 | 0 | 3 |
| SGD262 | SGD 3D Animation II | 2 | 3 | 0 | 3 |
|  |  | ----- | ----- | ----- | ----- |
|  | **Totals** | **6** | **9** | **0** | **9** |

**TOTAL REQUIRED CREDITS.... 18**

**Work-Based Learning Option:** NA