

CS 495-1 3D GAME DEVELOPMENT (4 Credits)

Prerequisites:

CS majors who have completed CS 201, enroll in the course as CS495. Other students with significant background in 3D art, 2D textures, digital imaging, computer music, or other appropriate skills are encouraged to enroll in the class as CS298 "Directed Studies in Computer Science." Contact Dr. Jeffrey Horn (jhorn@nmu.edu, 227-1607) with questions.

The first three weeks of the course covers basics of designing and developing 3-dimensional computer games. The class will then break into teams to create 3D games using a commercial game engine ([3D Game Studio](#)). Students will be expected to specialize as designers, programmers, 3D artists, music/sound developers, managers, and, after completing the course, will be allowed to distribute their games for fun and profit. We need diverse skills and people for successful teams!

More details will be available during the remainder of the Fall 2003 semester at a link on Dr. Horn's web page: <http://cs.nmu.edu/~jeffhorn/Classes/GameDev>