**Mohawk Valley Community College**

**Utica and Rome, New York**

**Course Outline**

**GA204- Modeling 3: Game Environment Creation C-1, P-4, Cr-3**

**Prerequisites:** GA201 Game Asset Production

**Course Description:**

This course explores the creation of interactive 3D game environments using real-time game engines. Students design, model, texture, and assemble custom game levels utilizing current industry leading game engine software.

**Course Objectives:**

Upon successful completion of this course, the student will be able to:

* Plan, Design, and Construct a Game Level using a 3D game engine
* Construct Modular Assets
* Create custom repeating textures and materials
* Build custom decals
* Employ custom created triggers/events

**Major Topics:**

* Environmental Narrative / Walking Simulators
* Planning and Creating Thematic Game Art
* Modular Game Asset Planning and Creation
* Game Event Trigger Creation
* Music and Sound
* Game Level Packaging
* Cinematic Rendering

Reviewed July 2024