

ANIMATION AND GAME DESIGN

	REF_CODE	COURSE_CODE	COURSE NAME	CR
1	89111	AGAD101	Introduction to Animation & Game Design	3
2	89112	VACD101	Perception and Design Concepts	6
3	89113	VACD103	Introduction to Computer Graphics	3
4	89114	ENGL191	Communication in English - I	3
5	89115	HIST280	Atatürk's Principles and History of Turkish Reforms	2
6	89121	AGAD102	Modeling with Clay	3
7	89122	AGAD104	Game Analysis	3
8	89123	VACD203	Vector Drawing	3
9	89124	VACD344	Sketching Techniques for Designers	3
10	89125	ENGL192	Communication in English - II	3
11	89131	AGAD201	Storyboarding	3
12	89132	AGAD203	3D Modeling, Texturing and Lighting I	3
13	89133	AGAD205	Introduction to Game Programming	3
14	89134	VACD307	Introduction to Matte Painting	3
15	89135	UE01	University Elective - I	3
16	89141	AGAD202	2D Animation	3
17	89142	AGAD204	3D Modeling, Texturing and Lighting II	3
18	89143	VACD343	3D Organic Modeling	3
19	89144	AE01	Area Elective - I	3
20	89145	UE02	University Elective - II	3
21	89151	AGAD301	3D Animation	3
22	89152	AGAD303	Game Production and Prototyping	3
23	89153	VACD435	3D Character Animation	3
24	89154	AE02	Area Elective - II	3
25	89155	UE03	University Elective - III	3
26	89161	AGAD302	Interface with Game Engines	3
27	89162	AGAD304	Sound Design	3
28	89163	VACD314	Concepts in Art and Design	3
29	89164	AE03	Area Elective - III	3
30	89165	AE04	Area Elective - IV	3
31	89171	AGAD401	Level Design and Mechanics	3
32	89172	AGAD423	Preliminary Senior Project	6
33	89173	AE05	Area Elective - V	3
34	89174	AE06	Area Elective - VI	3
35	89175	AE07	Area Elective - VII	3
36	89181	VACD424	Senior Project	6
37	89182	AE08	Area Elective - VIII	3
38	89183	AE09	Area Elective - IX	3
39	89184	AE10	Area Elective - X	3

Total Credit 125