3D ANIMATION & GAME DEVELOPMENT

CREATE 3D VISUALS, GAME ENVIRONMENTS, AND ANIMATE CHARACTERS
ABOUT THE PROGRAM

3D ANIMATION

This program trains entry-level professional designers to work in a variety of career areas that include: 3D animation, film & special effects, and video game industries. Graduates also have employment opportunities flowing from the increased demand for 3D animation, simulation, and visualization in the Aerospace, Life-Bio-Health Science, Defense, Tourism, Education, and Information Technology fields.

Students will learn how to create 3D animations, develop characters to imitate life-like movements, and create environments in which characters can simulate life. Students will develop their traditional art skills, including: drawing, painting, sculpting, and graphic design utilizing Photoshop, Maya, and 3ds Max software.

GAME DEVELOPMENT

GAME PRODUCTION: The Game Production specialization prepares students for entry-level positions in the video game industry using the principles and techniques of interactive 2D and 3D game development. Students will learn game testing, game design, programming and scripting languages, modeling and animation skills, level and world editing, and game engine operation. Project management, creative design, teamwork and communication skills are integrated throughout this dynamic curriculum to prepare students to work on a creative team in the video game industry.

GAME PROGRAMMING: The Game Programming specialization prepares students for entry-level positions in the video game industry using the principles and techniques of interactive game programming and software development. Students will learn various programming and scripting languages, data structures, game and software testing, game design, and game engine operation. Project management, creative design, teamwork and communication skills are integrated throughout this dynamic curriculum to prepare students to work on a creative team in the video game industry. Graduates of this program have advanced training in programming languages.
The following titles are examples of careers associated with this program but not limited to: Animator, Game Designer, Game Developer, Game Producer, Game Programmer, Graphic Artist, Game Tester, Special Effects.

SOFTWARE DEVELOPMENT

Students in this program are trained in the principles and techniques used to develop software applications. Training focuses on various programming languages, software testing, database management, object-oriented programming/design, and information technology structures. The program provides students with hands-on experience developing software packages and web applications using the latest technologies in the computer industry.

ADMISSIONS

We have an open door admissions policy to ensure that every person has the opportunity to get a college education.

TYPES OF AWARDS OFFERED

Associate of Applied Science (AAS) Certificate Marketable Skills Award

JOB OUTLOOK

Occupational profiles indicate an 13-18% growth for Multimedia Artists, Animators, and Computer Programmers by the year 2022 in the Alamo Region. Estimated average hourly wage is $23.87-39.10* in the Alamo Region.

(Source: SOCRATES-Occupational Profiles-Alamo Region)

*Note: Variations should be expected.

CAREERS AVAILABLE

The following titles are examples of careers associated with this program but not limited to: Animator, Game Designer, Game Developer, Game Producer, Game Programmer, Graphic Artist, Game Tester, Special Effects.

including Java and C++. These skills can be applied across industries which rely on software development and computer programming.
Career and Technical programs are created by faculty and industry professionals to ensure curriculum and training are aligned with current industry practices and trends. All workforce programs are designed to be completed in two years or less allowing graduates to begin their career immediately.

**WHY NORTHWEST VISTA COLLEGE?**

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Northwest Vista College is an equal opportunity college of Alamo Colleges.

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