ART 4180 Advanced Digital Game Design

Fall 2021 Tuesdays & Thursdays 9-11:45am

Games are made with Unity.

This course provides an advanced experience to digital game development. It explores all aspects of creating 3d games with Unity. Students will work on individual and team projects and will learn concept art, pre-production planning, prototyping and playtesting while working towards creating completed games using a 3d platform.

No prerequisite is needed. Art and IS&T students who took Art 3140, Art 3170, or Art 4140 or have equivalent skills are very welcome!

Please contact the instructor, Dr. Lilly Lu (lillylu@unomaha.edu), for permission or questions.