COURSE DETAIL

ANIMATION FOR GAMES 1

Country

Singapore

Host Institution

Nanyang Technological University

Program(s)

Nanyang Technological University

UCEAP Course Level

Upper Division

UCEAP Subject Area(s)

Art Studio

UCEAP Course Number

121

UCEAP Course Suffix

UCEAP Official Title

ANIMATION FOR GAMES 1

UCEAP Transcript Title

ANIMATION GAMES 1

UCEAP Quarter Units

4.50

UCEAP Semester Units

3.00

Course Description

In this course, students explore animation and motion blending using a real-time digital game environment. Students engage with and experiment with a range of digital methods such as key-framed animation, motion capture blending, real-time rendering, game-based interaction, digital world building, and alternative forms of digital narrative. The first 6 weeks of the course focuses on learning new techniques and processes, how these are applied, and free exploration and experimentation. The second half of the course focuses on applying the learning to a project that demonstrates high proficiency with advanced digital processes and the application to a meaningful narrative.

Language(s) of Instruction

English

Host Institution Course Number

DT2018

Host Institution Course Title

ANIMATION FOR GAMES 1

Host Institution Course Details

https://www.ntu.edu.sg/adm/programmes/undergraduate-programmes/bachelor-of-fine...

Host Institution Campus

Host Institution Faculty

Host Institution Degree

Host Institution Department

Art, Design and Media: Game

Course Last Reviewed

2025-2026

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