

# 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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