## **COURSE DETAIL**

## **GAME, ANIMATION AND MOTION DESIGN**

## **Country**

New Zealand

#### **Host Institution**

Victoria University of Wellington

## Program(s)

Victoria University of Wellington

#### **UCEAP Course Level**

Lower Division

## **UCEAP Subject Area(s)**

Film & Media Studies

#### **UCEAP Course Number**

12

#### **UCEAP Course Suffix**

#### **UCEAP Official Title**

GAME, ANIMATION AND MOTION DESIGN

## **UCEAP Transcript Title**

**GAME ANIM & MOT DES** 

## **UCEAP Quarter Units**

6.00

#### **UCEAP Semester Units**

4.00

## **Course Description**

This course introduces the basic principles of game design, animation, and motion design. It covers fundamental game design concepts such as mechanics and loops, enabling participants to conceptualize and develop playable games. In addition to game design, the course introduces core motion principles, visual design for motion, storyboarding, sequential imagery, and graphic animation.

#### Language(s) of Instruction

English

#### **Host Institution Course Number**

DSDN102

#### **Host Institution Course Title**

GAME, ANIMATION AND MOTION DESIGN

## **Host Institution Campus**

Te Aro

## **Host Institution Faculty**

**Design Innovation** 

## **Host Institution Degree**

# **Host Institution Department**

Print