Georgia State University | CREATIVE MEDIA INDUSTRIES INSTITUTE

Game Design 1 Online

Summer Semester 2020 | CMIS 4100 | CRN 22482

In this class, you will learn the fundamentals of Game Design as you develop your skillset in Unreal Engine 4. You will master modular game design as you plan challenges, obstacles, and enemies for your level. Tell your unique story while focusing on character development. We will use Blueprint node based scripting to create interaction within our game levels, and develop interactive user interface widget systems. You will learn industry standard pipeline techniques that will introduce you to core concepts of game design and its applied application in a 3d game design engine. This class will prepare you for additional Game Deisgn courses including CMIS 4140 (3D Modeling), CMIS 4160 (Animation), and CMIS 4110 (Game Design 2). A minimum spec pc gaming laptop is recommended for this course.

Previous Student Games:
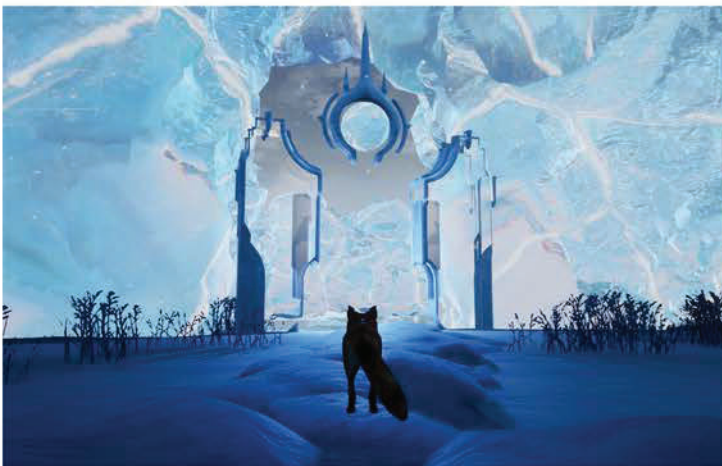
About the Professor:

Max Thomas is a Technical Artist and Game Designer specializing in feature film pre-visualization, VR/AR interactive immersive design, motion capture, and game design. His industry experience and academic background will provide you with real world current pipeline knowledge that will help prepare you to work on AAA film and game projects. Professor Thomas also specializes in designing interactive immersive virtual reality experiences for both entertainment and commercial application. Professor Thomas is a Realtime Pipeline specialist and will prepare your workflow for industry application.