What type of work would I do if I studied Computer Graphics & Programming?

Video or computer game artists, designers and programmers work not only in a multi-billion dollar gaming industry, but also in secondary markets such as serious games or simulations development. They develop concepts, problem solve and bring their own and fellow team members’ ideas to life using 3D computer graphics software and various programming languages. The artist or designer typically works in a computer-based, 3D graphic environment to create virtual environments and characters which are then given operating parameters by programmers creating code or scripting. Opportunities exist for employment either as an independent developer or within game development companies, large and small.

What type of degree will I earn at Missouri State University-West Plains?

Students enrolled in Computer Graphics & Programming will obtain a two-year Associate of Applied Science (AAS) degree. Areas of study include a general education component and a computer graphics and programming core consisting of courses in digital graphics, application development, 3D modeling and animation, and graphics programming.

Why should I major in Computer Graphics & Programming?

If you enjoy playing video or computer games, are intrigued by virtual worlds, and enjoy problem solving using your mind along with a variety of computer software, then this is your subject area! Whether it is the creation of the latest first-person shooter, a casual game or a massive multi-player online game, you will gain the skills needed to begin your career in this exciting industry. By enrolling in this program, you will immerse yourself in a field of study that is limited only by your imagination and your desire to work hard to make it happen!
# 09/10 Recommended Course Sequence

## Fall Year 1
- **CGP 110**  Game Development I  3
- **CGP 160**  Introduction to 3D Modeling and Animation  3
- **CIS 121**  Introduction to Computer Programming  3
- **MTH 103**  Intermediate Algebra  3
- **IDS 110**  The University in the Global Community  1

## Spring Year 1
- **CGP 150**  Introduction to Digital Graphics  3
- **CGP 250**  3D Character Modeling and Animation  3
- **CGP 255**  Graphic Programming I  3
- **ENG 110**  Writing I  3
- **COM 115**  Fundamentals of Public Speaking  3

## Summer Year 1
- **CIS 101**  Computers for Learning  3
- **CGP 299**  CGP Internship  (or approved elective)  3

## Fall Year 2
- **CGP 260**  Advanced 3D Modeling and Animation  3
- **CGP 265**  Graphic Programming II  3
- **CGP 267**  Game Development II  3
- **ENG 221**  Writing II, Writing for the Professions  3
- **CGP**  (or approved elective)  3

## Spring Year 2
- **CGP 297**  CGP Capstone  3
- **PLS 101**  American Democracy and Citizenship  3
- **CGP 170**  Architectural Visualization (or approved elective)  3
- **CGP**  (or approved electives)  6

## Total Hours
- 64 hrs

Students should confirm the transferability of individual courses to other institutions prior to enrollment.

Based on 2009-10 Catalog