

Associate of Applied Science in Computer Graphics & Programming

General Education Core Requirements

Course		Credit Hours
CIS 101	Computers for Learning	3
COM 115	Fundamentals of Public Speaking	3
ENG 110	Writing I	3
ENG 210	Writing II: Academic Writing or	
ENG 221	Writing II: Writing for the Professions	3
IDS 110	Student Success	1
MTH 103	Intermediate Algebra or higher (except for MTH 197 and MTH 297)	3
PLS 101	American Democracy and Citizenship	3
		19

Computer Graphics & Programming Core

CGP 110	Game Development I	3
CGP 150	Introduction to Digital Graphics	3
CGP 160	Introduction to 3D Modeling and Animation	3
CIS 121	Introduction to Computer Programming	3
CGP 250	3D Character Modeling & Animation	3
CGP 255	Graphics Programming I	3
CGP 260	Advanced 3D Modeling & Animation	3
CGP 265	Graphics Programming II	3
CGP 267	Game Level Development II	3
CGP 297	Computer Graphics and Programming Capstone	3
		30

Computer Graphics and Programming Core Requirements

Total 49

Electives

CGP or Approved Electives 15

Total Hours Required 64

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

Based on 2009-10 Catalog

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!

For More Information

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09/10 Recommended Course Sequence

Fall Year 1 **13 hrs**

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 **15 hrs**

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 **6 hrs**

CIS 101	Computers for Learning	3
CGP 299	CGP Internship (or approved elective)	3

Fall Year 2 **15 hrs**

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 **15 hrs**

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**

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