Art for VR/XR Certificate

Certificate in Art for VR/XR Requirements

12 credits

Code	Title	Hours
Complete all of the following		
ART 2610	3D Graphics Essentials	3
ART 3625	Game Engine Production	3
ART 4995	Art for VR/XR Internship 01	3
ART 4996	Art for VR/XR Internship 02	3

Completion Requirements

1. Complete 12 credits of required courses.
2. Cumulative GPA of 2.0 or higher.
3. Grade of C- or higher in required courses.

Art for VR/XR Certificate Program Learning Outcomes

At the successful conclusion of this program, students will be able to:

1. Construct elements of working VR/XR/AR applications in a collaborative environment.
2. Produce artistic assets using industry-standard software and practices.
3. Integrate assets from other disciplines into a single usable VR/XR/AR application.