

	Animation Track	Game Programming Track	Game Environment Arts Track
1-Fall Fall	<b>ANGD 5100 Industry Seminar</b>		
	ANGD 5305 History of Games		
	ANGD 5314 Elements of Game Play		
	ANGD 5341 Graduate Animation I	ANGD 5371 Graduate Game Programming I	ANGD 5331 Graduate Enviro I
2-Spring	<b>ANGD 5100 Industry Seminar</b>		
	ANGD 5311 Prototyping & Game Design		
	ANGD 5211 Story: Elements and Structure		
	ANGD 5342 Graduate Animation II	ANGD 5372 Graduate Game Programming II	ANGD 5332 Graduate Enviro II
3-Summer	ANGD 5317 3D Education or ANGD 5331, 5341, 5371, 5342, 5343, 5372, 5373, 5332, 5333		
	ANGD 5318 Visual Narrative Conventions		
	ANGD 5343 MoCap Animation	ANGD 5373 Visual Interface Design	ANGD 5333 Procedural Modeling
4-Fall	<b>ANGD 5100 Industry Seminar</b>		
	ANGD 5216 Thesis Design Workshop		
	ANGD 6311 3D Education Practicum I or ANGD Elective		
	ANGD 6342 Graduate Animation III	ANGD 6372 Graduate Game Programming III	ANGD 6332 Graduate Enviro III
5-Spring	<b>ANGD 5100 Industry Seminar</b>		
	ANGD 6311 3D Education Practicum II or ANGD Elective		
	ANGD 6681 Thesis Production I		
	ANGD 6342 Graduate Animation IV	ANGD 6372 Graduate Game Programming IV	ANGD 6332 Graduate Enviro IV
6-Summer	ANGD 6211 Business of Games		
	ANGD 6213 Graduate Portfolio		
	ANGD 6682 Thesis Production II		