A personal message from Brian Dixon, Simulation & Game Design Instructor

Are you a gamer? Have you ever wondered how the amazing landscapes in Call of Duty were made? Have you ever peered into the game mechanics of Diablo III? Do you love the story of Halo?

If you answered yes to any of the questions above, then you have taken the first step into the amazing world of creative design and development. You can turn your interest in video games into a career.

Every step of the simulation and game design program is tailored to get you closer to the gaming industry. You will learn 3D modeling, character modeling, and scene modeling and how to crack open existing game engines and develop content within. You will program game engines and then play test your creations and those of your classmates. You will also learn to craft story lines that make games memorable.

For those of you who are not as interested in game design as you are simulation, the program is for you too. Learn skills needed in various fields (medical, military, design, etc.) in SAU Tech’s Simulation & Game Design program. Call us today to find out more about how you fit in this new program!

Brian Dixon
SAU Tech’s Simulation & Game Design Program

Degree Plan

Intro to Multimedia
3D Modeling I, II & III
Graphic Design I & II
Digital Image Making I & II
Web Design & Development I & II
C++
Game Mechanics
Game Engine Development
Game Design Career Prep
Story Writing
Digital Illustration
After Effects
Intro to Entrepreneurship

Other courses in the degree plan include technical math, composition, technical writing, and a social science elective.

Career opportunities abound for skilled animators. The possibilities include the medical industry, architecture, military, film animation and special effects, and many others. The rise of 3D printing has led to multiple entrepreneurial ventures. Animation skills are in high demand in many industries.