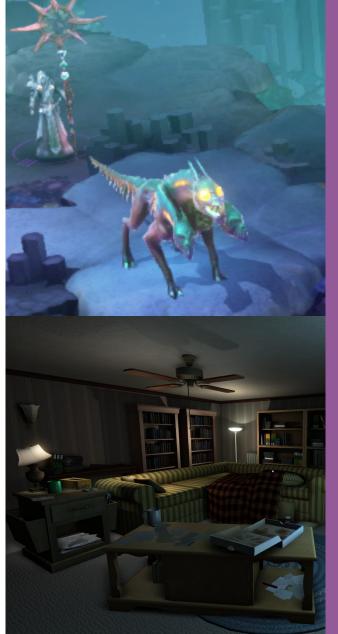**GLENDALE COMMUNITY COLLEGE**

ART 270
3D GAME LEVEL DESIGN 1

Learn to create a playable 3D video game level using the Unity Engine.

Ticket #3092
Room HS 117
Tuesdays 6:15-10:35pm

WWW.GLENDALE.EDU/SCHEDULES