

CM 178 : Introduction to 3D Animation

Credits: 3

Class Hours: 3 lecture

Recommended: "B" or higher in ART 112. "C" or higher in ART 113.

Description: This course teaches entry-level skills required to design and create basic 3-dimensional, animated graphic sequences. The course covers general design and production as the students work through the different stages of the animation pipeline (art, modeling, surfacing, camera, animating, lighting, and rendering). Students also create web-based Digital Portfolios to display completed animated sequences.

Semester Offered: Fall, Spring

Designation:

Diversification: Arts — DA

Course Student Learning Outcomes (CSLOs):

1. Define and apply design elements and principles to create basic 3-Dimensional, animated graphic sequences.
2. Use professional 3D animation software to create basic 3D environments and animated sequences.
3. Develop measurable objectives and gauge the effectiveness of animated sequences.
4. Create a web-based, user-friendly, visually-appealing Digital Portfolio that displays 3D animated sequences.
5. Demonstrate appropriate interpersonal communication and collaborative skills.