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.

Semester Offered: Fall, Spring

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.

Designations:
Diversification: Arts — DA