

2021-22 ACADEMIC COURSES

ANI 150 : 3D MODELING & PROD. PIPELINE

In this course, students will create custom digital 3D models and explore the 3D production pipeline from modeling to finished rendered imagery. A variety of modeling techniques and tools for both polygonal and NURBS modeling will be covered. Additionally, students will be introduced to texturing, lighting, animation, and rendering. Using professional industry-standard software, students will learn industry-specific vocabulary. The title of this course was previously Animation I: Modeling.

Level I Prereq: Academic Reading and Writing Levels of 6

Description	Hours
Credits	4
Lecture Hours	60
Clinical Hours	0
Lab Hours	0
Other Hours	30
Total Hours	90

Accurate as of 02/26/2021 Information is subject to change without notice.

Class offerings by semester

Swipe left to see full chart