
2021-22 ACADEMIC COURSES

ANI 155 : TEXTURES & STUDIO LIGHTING ANI

In this course, students will use industry standard software to texture 3D models. Students will learn to create virtual lighting setups and cameras. Common and advanced software rendering engines will also be explored.

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 10/22/2021 Information is subject to change without notice.

2021-22 Class offerings by semester

Swipe left to see full chart