

2021-22 ACADEMIC COURSES

ANI 160 : FUND. OF MOVEMENT & ANIMATION

This is an introductory course in moving and animating 3D models. Students will learn the theory of motion, movement and established principles of animating and apply these to their 3D artwork. Using existing models, they will develop motion and animation skills. Students will animate rigid objects, organic objects and simple characters. Students will be exposed to keyframe animation and direct animation.

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