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## 2023-24 ACADEMIC COURSES

### **ANI 160 : FUND. OF MOVEMENT & ANIMATION**

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In this course, students will move and animate 3D models. Students will learn and apply the theories of motion and movement to 3D artwork as well as demonstrate the established principles of animation. 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

<b>Description</b>	<b>Hours</b>
Credits	4
Lecture Hours	60
Clinical Hours	0
Lab Hours	0
Other Hours	30
Total Hours	90

Accurate as of 12/07/2023 Information is subject to change without notice.