
2024-25 ACADEMIC COURSES

ANI 160 : FUND. OF MOVEMENT & ANIMATION

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 Prerequisite: Academic Reading and Writing Levels of 6

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

Accurate as of 02/06/2025 Information is subject to change without notice.