

## 2021-22 ACADEMIC COURSES

### ANI 250 : ORGANIC MODELING AND RIGGING

In this course, students will use advanced modeling and setup tools to create advanced organic models. Students will rig, texture, bind, and animate characters using a variety of industry-standard techniques. Advanced Non-Uniform Rational B-Spline (NURBS) modeling and dynamic rigid body animation will also be explored.

**Level I Prereq:** Academic Reading and Writing Levels of 6; ANI 145 and ANI 150, minimum grade "C"

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

Accurate as of 12/08/2021 Information is subject to change without notice.

#### 2021-22 Class offerings by semester

Swipe left to see full chart