

2021-22 ACADEMIC COURSES

ANI 260 : 3D ANIMATION III

This course builds skills from previous 3D animation courses at a more advanced level. Students will develop proficiency and efficiency in model construction, texture building, and furthering concepts in modeling for animation. The class will explore animation and rigging, photorealistic rendering, special effects, and scene construction.

Level I Prereq: Academic Reading and Writing Levels of 6; ANI 155, ANI 160 and ANI 250, 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 06/18/2021 Information is subject to change without notice.

2021-22 Class offerings by semester

Swipe left to see full chart