



### Course Information

Division	Business
Contact Hours	45
Theory	
Lab Hours	
Off-Campus Clinical Hours	
Total Credits	3

**Prerequisites**      **CIS130**

**Co-requisites**      **None**

### Course Description

This course is an introduction to 3D animation for character animation, visual effect and 3D solid modeling. Software used includes a complete set of tools for drawing and animating 3D models and characters. Students will create objects with a variety of surfacing materials, textures, and effects. Students will create and animate digital models and objects.

### Major Units

- Learning 3D Interface
- 3D Object Interactions
- Modeling
- Materials and Textures
- Character Animation
- Digital Cinematography and Rendering
- Effects

### Course Outcomes

In order to evidence success in this course, students will be able to:

1. Identify and Recognize 3D animation terminology, techniques and features.
2. Identify and Recognize steps involved in creating, revising, and animating a 3D object or model.
3. Demonstrate and Practice the ability to plan, design, create, test, modify, enhance, and animate 3D objects or models.