CIS 189 – 3D Animation

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.

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