

Digital Animation I - AN101

Section: AN101 002231S Main Campus

Section Type: Lecture

Credit Hours: 3.00

Course Description: 3D tools for film, game, and architectural development using construction, painting, and animation of 3D objects, characters, and cameras inside a 3D environment.

Course Notes: AutoDesk Maya, Adobe Photoshop & Adobe AfterEffects are used throughout this course.

Software is installed & available to students within the classroom. 4 gb USB drive is needed for backup of files

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WHEN

Days: T R

Times: 09:40 AM - 11:10 AM

Start Date: 08/17/2023

End Date: 12/05/2023

WHERE

Campus: Main Campus

Building: Shears Technology Center

Room: STC131

INSTRUCTOR

BLAIR PAULY

BOOKS

No textbooks for this course.