Digital Animation I - AN101

Section: AN101 002261S Main Campus
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
WHEN Start Date: 08/20/2026 End Date: 12/10/2026
Days:
TR
9:40 AM - 11:10 AM
Campus: Main Campus
Building: Shears Technology Center
Room: STC131

INSTRUCTOR
BLAIR PAULY
BOOKS
No textbooks for this course.