

# Digital Animation I - AN101

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**Section:** AN101 003232S 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: M W F

Times: 09:10 AM - 10:10 AM

Start Date: 01/08/2024

End Date: 05/01/2024

## **WHERE**

Campus: Main Campus

Building: Shears Technology Center

Room: STC131

## **INSTRUCTOR**

BLAIR PAULY

## **BOOKS**

Title: THE ANIMATOR'S SURVIVAL KIT: A MANUAL OF

Author: WILLIAMS

Required: No