Digital Animation I - AN101

Section: AN101 003242S 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: 01/13/2025
End Date: 05/07/2025
WHERE
Campus: Main Campus
Building: Shears Technology Center
Room: STC131
INSTRUCTOR
GENERAL STAFF
BOOKS
Title: THE ANIMATOR'S SURVIVAL KIT: A MANUAL OF METHODS
Author: WILLIAMS
Required: No