

Digital Animation I - AN101

Section: AN101 003252S 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: 01/12/2026 End Date: 05/06/2026

Days:

MWF

9:10 AM - 10:10 AM

Campus: Main Campus

Building: Shears Technology Center

Room: STC131

INSTRUCTOR

BLAIR PAULY

BOOKS

No textbooks for this course.