

3D ANIMATION

3D Animation is a one-semester course using 3D graphics software to produce 3D models and animations. This course will introduce students to 2D and 3D, animation planning, storyboard development, and the animation process.

- Identify the career opportunities available within 3D Graphics and Animation
- Understand and utilize 3D software tools and interface
- Utilize the 12 principles of animation
- Animate a 3D model
- Animate a rigged 3D character
- Animate a camera
- Batch render an animated scene

