

3D GRAPHICS

Students will use 3D graphics software to produce 3D models. This course will introduce students to 3D modeling, the creation and application of textures, mapping, lighting, camera techniques, and rendering of 3D models.

- Students will identify the career opportunities available within 3D Graphics.
- Student will create a basic 3D scene.
- Students will model 3D objects.
- Students will apply surface materials to 3D models.
- Students will understand and apply lighting and camera techniques.
- Students will render 3D models.

