ARTS 057C: Animation III   L

This course provides students the opportunity to develop intermediate to advanced computer generated imaging (CGI) skills. Topics include realistic organic modeling and UV mapping, multi-node shading networks, photo-real lighting environments, advanced rigging set-up and animation techniques, including dynamic simulations, and rendering and editing.

Pass/No Pass, Letter Grade

Units: 4

Lecture Hours: 48 – 54, Lab Hours: 48 – 54

Prerequisites: ARTS 057B
Co-Requisites: None
Advisory: None