

MART 420 Introduction to 3D Modeling and Animation

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Basic concepts of 3D modeling and animation using Autodesk Maya including the production of three-dimensional computer animation and the different approaches to modeling in a 3D environment. Familiarization with both the interface and the production process of 3D animation. Texture mapping, lighting and rendering of simple animation and environments. *Grade Option (Letter Grade or Pass/No Pass). Degree Credit.*

Units: 3

Hours/semester: 48-54 Lecture; 32-36 TBA; 64-72 Homework

Recommended: Completion of MART 376 or equivalent.

Transfer Credit: CSU

