

# MART 421 Advanced 3D Modeling and Animation

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## **MART 421 ADVANCED 3D MODELING AND ANIMATION**

Continuation of MART 420. Further development of concepts and techniques introduced in MART 420 to establish a solid foundation in storytelling, modeling, animation, texture creation and lighting. Rendering professional final scenes state-of-the-art 3D animation software such as Autodesk Maya. Also covered is the production process and pipeline used in video game companies and animation studios and the final delivery of projects created for various media. *Grade Option (Letter Grade or Pass/No Pass). Degree Credit.*

**Units:** 3

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

**Prerequisites:** MART 420 or equivalent experience

**Transfer Credit:** CSU

