

MART 424 3D Animation Fundamentals

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Fundamental principles of performance animation in 3D animation software. Students will develop skills in conveying weight, understanding timing, the use of arcs in movement, and bringing anthropomorphic characters to life. *Grade Option (Letter Grade or Pass/No Pass). Degree Credit.*

Units: 3

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

Recommended: Familiarity with 3D animation tools.

Transfer Credit: CSU

