MART 424 3D Animation Fundamentals

MART 424 3D ANIMATION FUNDAMENTALS
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