MART 425 Advanced 3D Animation

MART 425 ADVANCED 3D ANIMATION

Continuation of concepts and techniques covered in MART 424. The principles of animation are covered in depth as they apply to the 3D environment: bipedal locomotion (walks, runs, gait changes), weight, balance, and character performance. 

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 424 is strongly recommended, or approval of instructor via demo reel review.

Transfer Credit: CSU