

# MART 425 Advanced 3D Animation

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## **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

