

MART 432 3D Environments and Hard Surface Modeling

MART 432 3D ENVIRONMENTS AND HARD SURFACE MODELING

Course covers the creation of 3D worlds and modeling of non-organic forms such as vehicles, surroundings, architecture and mechanical devices as well as developing the look and feel of 3D environments where characters interact. Students learn to use different reference materials and research inspirational resources when generating a world concept. Various rendering techniques and the creative presentation of final work are also covered. *Grade Option (Letter Grade or Pass/No Pass). Degree Credit.*

Units: 1.5

Hours/semester: 24-27 Lecture; 16-18 TBA; 32-36 Homework

Recommended: MART 420 or 3D software experience.

Transfer Credit: CSU

