

3D Animation and Special Effects

ART 2633

DEGREE PROGRAM COURSE DESCRIPTIONS

The student will be able to use professional techniques to create photo realistic renderings, advanced physical based and character animations, interactive Media and Web development, 3D gaming and 3D virtual environments. This course will enhance the abilities of artists, designers and other professionals using 3D computer created, generated, or integrated graphics. Emphasis will be on the development of professional techniques in the area of 3D computer graphics. This course is the second course in the field of 3D computer graphics for technical design, fine art or applied art professionals. This course satisfies the computer proficiency requirement.

PREREQUISITES?

Math 0103 or adequate math placement, ART 2533 or by evaluation. § Criteria for evaluation is in division office.

CREDIT HOURS

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