

Minnesota State University Moorhead

ANIM 316: 3D Animation

A. COURSE DESCRIPTION

Credits: 3

Lecture Hours/Week: 3

Lab Hours/Week: *.*

OJT Hours/Week: *.*

Prerequisites: None

Corequisites: None

MnTC Goals: None

Study of animation techniques used in the graphic communications industry. Prime emphasis is on using 3D Studio Max software to design and animate scenes of various complexity.

B. COURSE EFFECTIVE DATES: 03/03/2014 - 02/01/2019

C. OUTLINE OF MAJOR CONTENT AREAS

None

D. LEARNING OUTCOMES (General)

None

E. Minnesota Transfer Curriculum Goal Area(s) and Competencies

None

F. LEARNER OUTCOMES ASSESSMENT

As noted on course syllabus

G. SPECIAL INFORMATION

None noted