

Minnesota State University Moorhead

ANIM 316: 3D Animation

A. COURSE DESCRIPTION

Credits: 4

Lecture Hours/Week: 4

Lab Hours/Week: 0

OJT Hours/Week: *.*

Prerequisites:

This course requires the following prerequisite

ANIM 216 - 3D Modeling

Corequisites: None

MnTC Goals: None

Building on the principles of animation and 3D modeling, this course focuses on the study of 3D animation techniques. Students will create animatics, design and animate scenes of varying complexity, and gain experience with 3D animation workflow.

B. COURSE EFFECTIVE DATES: 02/02/2019 - Present

C. OUTLINE OF MAJOR CONTENT AREAS

1. Rigging
2. Rendering
3. Advanced workflows
4. Output and presentation
5. 3D Computer Animation
6. 3D Modeling
7. Movement through time and space
8. Advanced lighting techniques

D. LEARNING OUTCOMES (General)

1. Understand the complexity of computer-based 3D animation.
2. Create and animate 3D scenes of varying degrees of difficulty using 3D animation software and other tools.
3. Create advanced 3D models by proficiently using 3D software.
4. Use sound and video in the creation of 3D animation.
5. Render and output 3D scenes for presentation.

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

None

F. LEARNER OUTCOMES ASSESSMENT

As noted on course syllabus

G. SPECIAL INFORMATION

None noted