ANIM-106: Principles of 3D Animation

Course Description:

This introductory course will guide students through the concepts and techniques used to produce and animate virtual objects in a virtual three-dimensional environment. Basic modeling, texturing and Forward Kinematic motion techniques will be covered using 3D Studio Max.

Total Credits: 3.00

Course Competencies

1. Compose an animation using a typical 3d animation production pipeline
2. Create 3d models from basic shapes and volumes
3. Compose an animation that uses an animation constraint to move an object through a 3d environment
4. Create a print size render of 3d lighting scenario
5. Develop a UV layout from a 3d model surface
6. Use a UV template to create a custom texture map for a 3d object’s material
7. Create an organic 3d model based on subdivision modeling techniques
8. Integrate sculpting techniques into a 3d model
9. Create a bone IK rig for animating an arm and hand wave
10. Integrate traditional 2d animation techniques into a 3d animation
11. Prepare a collection of work for a professional presentation
12. Develop a backup regimen for digital files