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**