

ANIM 3660: Digital Animation Production II

3 Credit Hours

Prerequisite: ANIM 3650

This course is an advanced approach on understanding and operating industry standard digital animation production software. Students will focus on particular roles and tasks including 2D animation and compositing. Students will work on an independent animated short film or choose to participate in a team environment to create an animated short film.

ANIM 4631: 3D Animation Modeling I

3 Credit Hours

Prerequisite: ART 2550

This course introduces the student to industry standard 3D computer graphic software. Practical application of the software will include creating environmental imagery, props, and characters.

ANIM 4632: 3D Animation Modeling II

3 Credit Hours

Prerequisite: ANIM 4631

This course continues the use of industry standard 3D computer graphic software. Practical application of the software will include creating environmental imagery, props, and characters. An intermediate level of application will focus on creating polished portfolio level work, achieved through the exploration of industry standard 3D elements in rendering and character animation.

ANIM 4633: 3D Animation Modeling III

3 Credit Hours

Prerequisite: ANIM 4632

This course furthers the student's use of industry standard 3D computer graphic software. Practical application of the software will include creating advanced final exiting portfolio work. Advanced practice in industry standard 3D elements in rendering and character animation will be the focus of study.

ANIM 4651: Digital Animation Studio I

3 Credit Hours

Prerequisite: Permission of Instructor

Students will pursue selected topics in animation of an advanced nature, which may include independent student research.