



TC 447 3D Graphics and Simulation (4 credits) is an advanced digital media arts course. The course blends high-level concepts with hands-on instruction and activities. Topics include design of objects and environments for use as 3-D graphic artwork, computer animation, and real-time, interactive virtual environments: 3-D modeling, texturing, lighting, object animation, character animation, real time interaction design from gaming, simulation, and immersive virtual environments. The technical implementation details will focus on 3DS Max and Director Shockwave 3D.

For more information about the course, email Brian Winn ([winnb@msu.edu](mailto:winnb@msu.edu)).

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