

MONASH Handbook University 程序代写代做 CS编程辅导



racter animation

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Overview

00:749389476 This unit builds upon the skills, techniques and theory introduced in FIT1033 Foundations of 3D and extends their research and skills in 3D character design and motion capture technologies for games and 3D animation. Students with be introduced to advanced techniques for character detailing (modelling and texturing) character animation (motion capture systems) and 3D environmental design. The theoretical and practical considerations contributing to the conceptualisation and preparation of 3D characters for animation sequences will constitute a key focus of this unit.

Faculty:

Owning organisational unit:

Faculty of Information Technology

Faculty of Information Technology

Study level:

SCA band:

Undergraduate

EFTSL:

Credit points:

0.125

Yes

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Requisites

Tuber CS

Prerequisite

→ FIT1033

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Foundations of 3D

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→ FIT2087

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3D character animation//tutorcs.com

Notes

Not offered in 2023.

Learning outcomes

On successful completion of this unit, you should be able to:

1. Research, evaluate and implement complex 3D geometry, 3D texturing and 3D animation techniques;

- 2. Design and modify 3D characters for motion capture;
- 3. Formulate and enacta Deption capter sequences; CS编程辅导
- **4.** Devise and create 3D animated sequences featuring 3D characters and environments.



Active learning

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Workload requirements

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Workload

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Minimum total expected workload to achieve the learning outcomes for this unit is 144 hours per semester typically comprising a mixture of scheduled online and face to face learning activities and independent study. Independent study may include associated reading and preparation for scheduled activities. The unit requires on average three/four hours of scheduled activities per week. Scheduled activities may include a combination of teacher directed learning and online engagement.

Other unit costs

Adobe Creative Cloud subscription.

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