Bemidji State University

IT 4430: 3-D Computer Imaging II

A. COURSE DESCRIPTION
   Credits: 4
   Lecture Hours/Week: *.*
   Lab Hours/Week: *.*
   OJT Hours/Week: *.*
   Prerequisites: None
   Corequisites: None
   MnTC Goals: None
   Advanced study of 3-D computer animation and special effects methods to create logo and character animations. Includes character construction, material development, lighting, and structure animation. Also includes storyboarding and production controls and management. Prerequisites: DT major or IT 3430 or consent of instructor.

B. COURSE EFFECTIVE DATES: 03/09/2003 - 08/25/2013

C. OUTLINE OF MAJOR CONTENT AREAS
   None

D. LEARNING OUTCOMES (General)
   None

E. Minnesota Transfer Curriculum Goal Area(s) and Competencies
   None

F. LEARNER OUTCOMES ASSESSMENT
   As noted on course syllabus

G. SPECIAL INFORMATION
   None noted