

Minnesota State University Moorhead

ANIM 316: 3D Animation

A. COURSE DESCRIPTION

Credits: 3

Lecture Hours/Week: 3

Lab Hours/Week: *.*

OJT Hours/Week: *.*

Prerequisites:

This course requires all three of these prerequisites

FILM 100 - Technical Training: Video Production

FILM 172 - Video Production

ANIM 216 - 3D Modeling

Corequisites: None

MnTC Goals: None

Study of animation techniques used in the graphic communications industry. Prime emphasis is on using 3D Studio Max software to design and animate scenes of various complexity.

B. COURSE EFFECTIVE DATES: 03/03/2014 - Present

C. OUTLINE OF MAJOR CONTENT AREAS

D. LEARNING OUTCOMES (General)

1. Ability to create advanced 3D models using 3D Studio Max.
2. Ability to create and animate 3D scenes of varying degrees of difficulty using 3D Studio Max and other tools.
3. Ability to output 3D scenes of varying degrees of complexity, including sound and video.
4. Develop an understanding of the complexity of computer based 3D animation.

E. Minnesota Transfer Curriculum Goal Area(s) and Competencies

None

F. LEARNER OUTCOMES ASSESSMENT

As noted on course syllabus

G. SPECIAL INFORMATION

None noted