

# Minnesota State University Moorhead

## **ANIM 316: 3D Animation**

### **A. COURSE DESCRIPTION**

Credits: 3

Lecture Hours/Week: 3

Lab Hours/Week: \*.\*

OJT Hours/Week: \*.\*

Prerequisites: None

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 - 02/01/2019

### **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