

# Minnesota State University Moorhead

## **GCOM 416: Advanced 3D Graphics**

### **A. COURSE DESCRIPTION**

Credits: 3

Lecture Hours/Week: 3

Lab Hours/Week: \*.\*

OJT Hours/Week: \*.\*

Prerequisites: None

Corequisites: None

MnTC Goals: None

Advanced study in 3D Graphic Applications such as 3D Studio Max and MAYA, on both Mac and Windows platforms. Study includes animation, sound, video, Special FX, Game UI, and Virtual World Development.

**B. COURSE EFFECTIVE DATES:** 08/25/2008 - 03/02/2014

### **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