

Minnesota State University Moorhead

ANIM 416: Animation Studio

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 316 - 3D Animation

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: 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. Understand 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