

Minnesota State University Moorhead

ANIM 216: 3D Modeling

A. COURSE DESCRIPTION

Credits: 3

Lecture Hours/Week: 3

Lab Hours/Week: *.*

OJT Hours/Week: *.*

Prerequisites: None

Corequisites: None

MnTC Goals: None

3D Modeling is a course about building 3D CAD models for a variety of disciplines. Forensic animators use these models to demonstrate how accidents happen. Engineers use them to show how machines and systems work. Architects use them to let their clients participate in the design process. Video game developers use them to create virtual worlds populated with people, places, and things that exist only in the imagination.

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

C. OUTLINE OF MAJOR CONTENT AREAS

D. LEARNING OUTCOMES (General)

1. Create 3D scenes of varying degrees of difficulty using 3D Studio Max and Mudbox.
2. Create advanced 3D models using 3D Studio Max and Mudbox.
3. Output 3D scenes of varying degrees of complexity, including textures and lighting.
4. Demonstrate 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