

# Minnesota State University Moorhead

## **GCOM 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 (Same as TECH 216).

**B. COURSE EFFECTIVE DATES:** 02/09/2001 - 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