

Course Number

AVA-363-01

Course Description

This course will introduce students into the world of three-dimensional computer graphics. Through this hands-on-course, students will learn how to use 3D software to realize ideas in sculpture, virtual environments, 3D modeling, installation, and rapid prototyping. Class lectures and hands-on studio time will incorporate technique demonstrations, discussions, technical exploration, aesthetic inquiry and historical information relevant to the course. Software covered: Cinema 4D, Poser, and Adobe After Effects. Outside work required.

Academic Term

21/FA

Instructor

Orellana, Fernando

Location & Meeting Time

Visual Arts Building-118+ T/TH 02:00PM-05:00PM LEC

Credits

1.00

Capacity

14

Total Students

9

Common Curriculum

HUM Arts & Humanities

Interdisciplinary Programs

Film Studies

Academic Department

Studio Arts

Field Of Study

Studio Arts (AVA)