AGGP 140C : Digital Art Modeling and Animation

An introduction to modeling and animation for game programmers to provide a common understanding to work with artists and designers in an effective manner. Topics include modeling, material creation, basic lighting, and an introduction to skeletal animation. Models will be created and then used to understand animation and asset pipelines using current industry tools and engines. Course topics are applied through practical hands on assignments.

Credits 3
Lab/Practicum/Clinical Hours 3
Lecture Hours 2
Prerequisite Courses
AGGP 103C