

## Course Description

**3D Design and Animation** is an upper level course that offers 3<sup>rd</sup> or 4<sup>th</sup> year students an opportunity to experience a variety of digital graphic software and media that are used by professional digital artists.

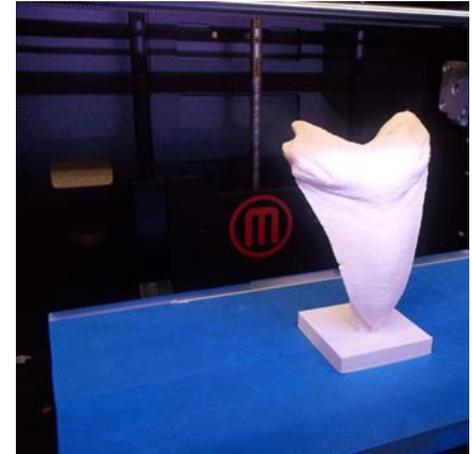
**3D programs:** ZBrush, Maya, Blender, Daz Studio and 3D Studio Max;  
**Architectural and Interior Design software:** Google SketchUp, Chief Architect, Revit; **Video Editing:** Quicktime and After Effects **Digital Art Software:** Painter X, Sketchbook Pro.  
This course is designed for the motivated student who wants to major or intends to work in the digital media graphics field, game design or character design. **(1 year)**

## Students who are interested in this course:

- Have interests in character design, architecture.
- Enjoy designing, making prototypes, using 3D printer.
- **Workload:** Skills based production in-class learning various industry standard software will be the focus.

# 3D DESIGN AND ANIMATION

**Pre-requisite:**  
**Advanced Computer Graphics**



## Work We Do

Students will...

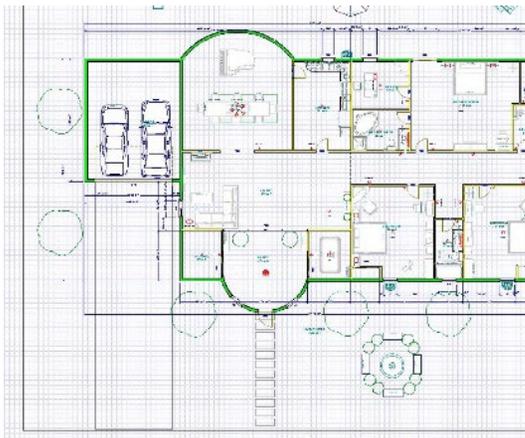
- Create video games
- Design 3D models
- Design houses, landscape design and interior design
- Learn programming
- Print prototypes on 3D printer

### GRADING:

- Assignments, Projects, Quizzes



*"This class is amazing! I really enjoyed being able to learn so many different design programs that the pros use." –Joe S.*



**Homework Time:**  
None

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**1 year course**  
(10 credits)

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**NHS VAPA/CTE**  
Elective

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**UC/CSU a-g Approved**

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