

## Course Description

**Advanced Computer Graphics** 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 computer graphics, design, video game design, character design, inventions.
- Careers in gaming, industrial design, and architecture.
- **Workload:** Skills based production in-class learning various industry standard software

# ADVANCED COMPUTER GRAPHICS

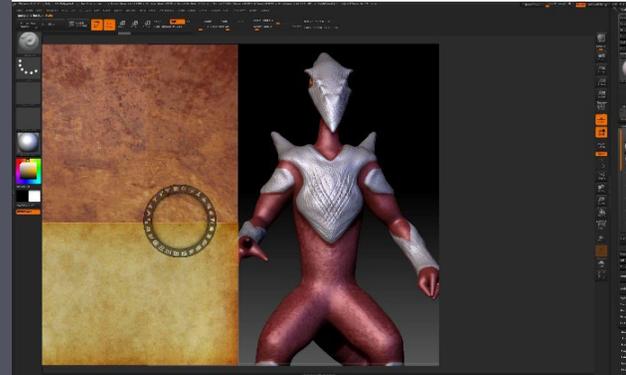
**Pre-requisite: Intermediate  
Computer Graphics**



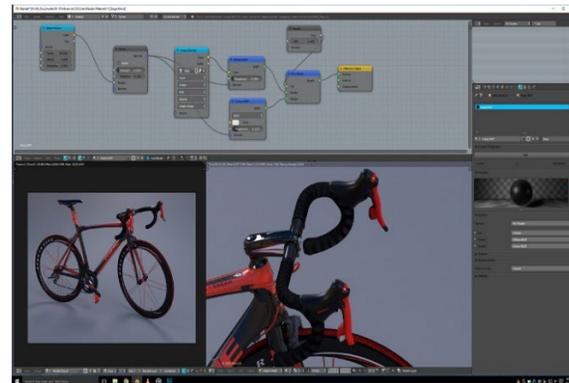
## Work We Do

Students will...

- Create video games
  - Design 3D models
  - Create characters
  - Design houses, and interior design
  - Learn programming
  - Print on 3D printer
- GRADING:**
- Assignments, Projects, Quizzes



*"My favorite class! We literally learn how to make games and video game characters. How awesome is THAT?" – Arnold Z.*



## 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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