3D DESIGN AND ANIMATION

Course Description

3D Design and Animation is an upper level course that offers 3rd or 4th 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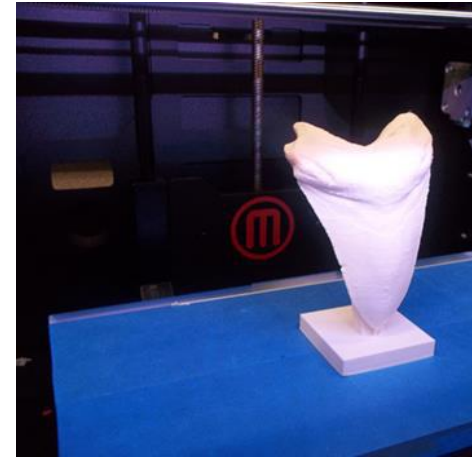 Art Software**: Painter X, Sketchbook Pro. This course is designed for the motivated student who wants to major or intends to work in the digital media graphics field, game design or character design. **(1 year)**

Students who are interested in this course:

- Have interests in computer graphics, design, video game design, character design, inventions. May be interested in careers in gaming, industrial design, and architecture.

- Enjoy designing, making prototypes, suing 3D printer, 3D modelling.

People who get into animation tend to be kids. We don't have to grow up. But also, animators are great observers, and there's this childlike wonder and interest in the world, the observation of little things that happen in life. - John Lasseter
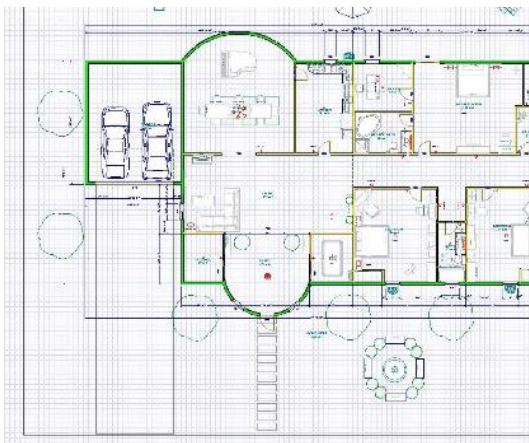

Work We Do

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

"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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