

Course Description

Advanced Computer Graphics 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.
- Interested in careers in gaming, industrial design, and architecture.

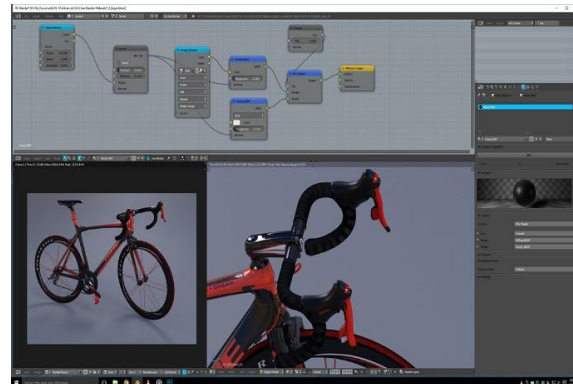
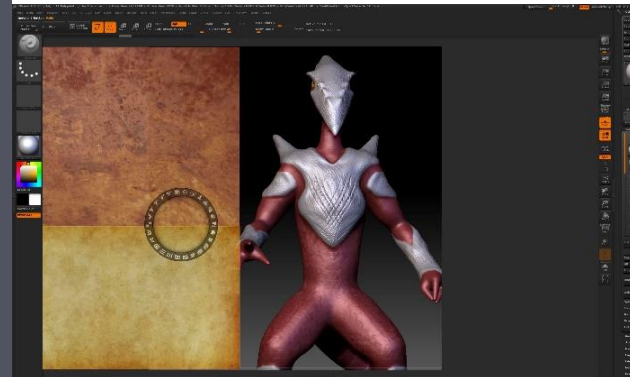
ADVANCED COMPUTER GRAPHICS



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



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

