

Intro to 3D Modeling and Animation



School: SoCal ROC
Course ID: 656
Availability: Call 310-224-4200
Weight: 0.00kg
Dimensions: 0.00cm x 0.00cm x 0.00cm

Short Description

This course introduces the student to the basic skills of 3D digital animation and modeling

Description

Accelerate Your Future at SoCal ROC!

For creative students interested in learning techniques used in designing and modeling characters for movies and video games. From robots to animals to action characters and creatures, students will learn to create models using the latest 3D software. This course introduces the student to the basic skills of 3D digital animation and modeling.

Subjects covered will include methods of creating 3D digital objects, texturing, lighting, camera usage, and basic animation techniques.

Learn Valuable Industry Skills!

1. Current 3D Modeling and Animation Tools

- A. Primary modeling methods to create Digital 3D objects and scenes
- B. Basic “Key Frame” animation techniques
- C. Rendering and output to various file types: (AVI, TIFF, QuickTime,MP3 etc.)
- D. Integration of vector, Bitmap, and 3D software

2. Modeling

- A. “Primitives” to create objects
- B. Extrude, Boolean, lathe, loft, scatter, and render splines for creating objects
- C. Polygonal” (Box) modeling as a method for object creation

3. Texturing

- A. Create textures using vector and bitmap objects
- B. Use texture/photos in material generation
- C. Use photographic source material to create textures

4. Lighting

- A. Various lighting set ups
- B. Types of lights and their manipulation

4. Animation

- A. Animate objects using “Key Frame” animation
- B. Animate objects using “Constraints”, “Particle Systems” and “Physics Based Processes”

5. Basic Production Requirements

- A. Basic computer operations and functions
- B. Different file formats
- C. Concepts of “image resolution”
- D. Computer drawing tools
- E. Selects proper software to create computer graphics
- F. Creates files
- G. Understands the importance of organization, storage, and file backup

H. Demonstrates working knowledge of career-appropriate technology

I. Understands the correct procedures for submitting electronic files for web, video, and film procedures

• **Professional Certification Opportunities!**

Designations offered to students completing the Intro to 3D Modeling and Animation course include:

1. Certificate of Competency

Checkout Potential Career Options!

Freelance Digital Artist

3D Technical Illustrator

Digital Artist

Graphic Designer

3D Modeler

3D Animator

Web Designer

Architecture

Prerequisites

Thank you for your interest in enrolling in Media Design I. The following is information about the program.

High school prerequisites: Open to Grade Levels 9-12th

Adult prerequisites: None

Schedule

Complete in 1 Semester: M/W from 4:15pm-7:00pm

To access the most recent course schedule please call registration or click the

link under Course Information. Please be advised schedule is subject to change.

High School Info

Benefits of CTE

After completing courses in CTE, you will have a clearer vision of your future career path and what the next steps will be. Career Technical Education allows high school students to see what options are out there and see first-hand what careers they enjoy and thrive in. Whether you decide to enter the workforce, pursue a trade or apprenticeship, or apply to college, CTE adds to the traditional high school experience and is designed to prepare you for the next stage in your life.

Earn High School Credit!

You can earn 5 elective credits and satisfy CSU/UC Admissions Requirements » F » for Visual and Performing Arts (upon completing this course and 3D Character Design and Animation)

Ready To Enroll?!

Call our [Career Guidance Specialist](#) or register through your home school counseling offices and receive priority through pre-registration for classes that meet from 1:15 - 4:15 and 4:15 - 7:00 p.m.

Course Location

In person

Address: 2300 Crenshaw Blvd., Torrance, CA 90501 U.S.

Phone: 310-224-4200