

3d Animation Essentials

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3D Animation Essentials by Andy Beane (2012, Trade ...

The History of 3D Animation (Early computers, the Utah "teapot", the birth of Pixar) Exploring the 3D Animation Industry (including its uses today in medicine, law, and architecture) Working in 3D Animation Preproduction (idea/story, animatic/pre-visualization/design) Working in 3D Animation Production (layout, R&D, 3D visual effects)

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The course will provide opportunities for students to develop design skills used in 3D animation, game design and 3D visualization. 3DS MAX will serve as the primary software program. Students will also learn additional 3D software programs as time permits.

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