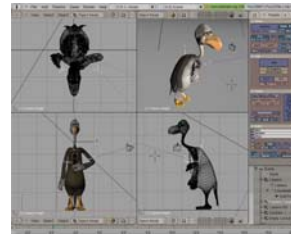
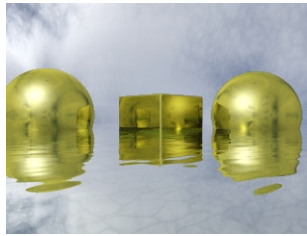
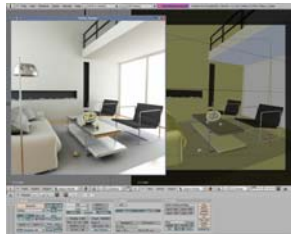


CS 204 - Computer Animation Blender



CS 204 – Multimedia is intended to offer students an introduction to the world of computer generated 3-D modeling and animation. As an introductory course, it provides a basic understanding of the skills and techniques employed by 3-D designers in a wide range of applications. Throughout the semester we will explore basic mesh and NURB modeling, applying textures and materials to 3-D objects, lighting, animation and rendering. This course should provide a good basis for further study in architectural, engineering, theatrical modeling, prototyping and game design.



Objectives:

- Develop and integrate both 2D and 3D graphics
- Using Transform Functions, File System, and Object and Edit Functions
- Applying Materials and Textures to modeled objects
- Understanding Basic Keyframe Animation
- Positioning Lighting Objects in 3D Scenes
- Rendering to Image and Video files
- Develop 3D modeling strategies for creative use
- Incorporate individual projects to complete a group project

Topics Covered:

- Writing and Storyboarding
- Animation Keyframing
- Mesh and Polygonal Modeling
- Sculpting and Nurbs Modeling
- Character Animation
- Materials Texturing
- Rendering Images and Videos
- Compositing
- Lighting and Camera Direction
- Rigging
- Non-Linear Editing / Sound Editing
- Particle and Dynamic Systems

