ART 286: 3D Digital Modeling

This course introduces the basic techniques of digital 3D. It provides an overview of navigation, modeling, texturing, lighting, cameras and rendering. Industry standard 3D graphics programs are used. Students acquire the skills and knowledge to create 3D computer generated images, through lectures, tutorials, software demonstrations and hands-on exercises and projects. Prerequisite(s): ART260 and ART111 or permission from the instructor. Gen. Ed. Competencies Met: Critical Thinking.

Course Student Learning Outcomes

This course will help students develop the necessary knowledge, skills, and abilities to: 1. Develop a lexicon of 3D computer imaging and design terminology. 2. Identify basic 3D design elements and principles related to making quality digital works of art. 3. Explore techniques, tools, and processes related to 3D Software. 4. Apply visual interpretation and personalize assignments. 5. Reflect upon artwork. 6. Apply peer feedback to improved or future projects.
Credits: 3
Program: Art