

# CAB239 : Project and Portfolio III: Computer Animation

The Project and Portfolio III: Computer Animation course combines hands-on learning experiences with summative and formative portfolio assessments. In this course, students will use higher-order thinking skills and project-based learning to create a hard-surface project and an animated sequence. The course prepares students for project deadlines and pipeline procedures as well as for creating assets for use in a student portfolio.

**Credits** 3

**Course Length** 4 weeks