

CGA2112 : 3-D Animation I

The 3-D Animation I course introduces students to the tools used in 3-D software to create and refine animation, adhering to the established twelve principles of animation. Through various technical and creative exercises, student will explore the foundations of physics, weight and movement, and timing. The curriculum's focus on strong, exaggerated poses and textured motion will provide students with a strong basis for future work in animation.

Credits 4