

DGT333 : 3-D for Motion Design

The 3-D for Motion Design course leads students through the methods and techniques of animating virtual objects and environments using industry-leading software and hardware. In this course, students will be introduced to the principles of animating three-dimensional computer graphics. Their rendered 3-D animations will be incorporated with 2-D assets in students' motion-graphics projects.

Credits 3

Course Length 4 weeks