

DIG1301 : Model Creation

The Model Creation course teaches computer modeling with polygon surfaces. Students will focus on developing their skills as computer-graphic (CG) artists, leveraging the traditional fine-arts principles of shape and silhouette, scale and proportion, and edge quality and integrating them with strategies to build better CG models. Students are introduced to a variety of modeling tools, the capabilities of each tool, and the results of interactions between tools. Students will develop techniques and strategies for efficiently creating virtual models for animation, film, and games.

Credits 4