

3-D Arts Certificate

Degree Type

Certificate

Environment

campus

Program Length

28 weeks

Overview

In the 3-D Arts undergraduate certificate program students will learn fundamental art principles—including scale, proportion, and composition—to develop an understanding of how to create visual media. Students will expand their skills as artists as well as cultivate their abilities in digital 3-D modeling. As a result, students will be able to block out basic shapes and refine levels of detail as they work toward the creation of high-resolution media assets. Lastly, the 3-D Arts undergraduate certificate program familiarizes students with the career paths and professional expectations of 3-D artists as well as the methods, techniques, and technologies of the production studio.

Objective

Certificate's Objective This undergraduate certificate program provides students with a foundational knowledge of 3-D modeling and its workflow processes. The curriculum addresses technological trends, production studio protocols, important leaders in the field, and other fundamental industry standards necessary for the field of 3-D arts. Students will build basic skills in hard-surface modeling and materials and explore the production pipeline of a 3-D artist. Upon completion of this certificate program, the knowledge and skills gained will enhance the craft and marketability of aspiring 3-D modelers.

Month 1

Month 1

Code	Title	Credit Hours
TEM1001	Technology in the Entertainment and Media Industries	4.0

Month 2

Month 2

Code	Title	Credit Hours
CGA121	3-D Foundations	4.0

Month 3

Month 3

Code	Title	Credit Hours
CGA101	Fundamentals of Art I	3.0

Month 4

Month 4

Code	Title	Credit Hours
DIG1301	Model Creation	4.0

Month 5

Month 5

Code	Title	Credit Hours
CGA103	Fundamentals of Art II	4.0

Month 6

Month 6

Code	Title	Credit Hours
3DA155	Project I: 3-D Arts	2.0

Month 7

Month 7

Code	Title	Credit Hours
3DA156	Portfolio I: 3-D Arts	1.0
Total Credit Hours		22