AN3D 4260 - ADVANCED 3D COMPUTER TOPICS

Credits: 3
Building on the skills and knowledge gained in previous classes, this advanced-level course will focus on learning specific concepts and techniques for the final stages of production and will focus heavily on the post-production phases of 3D computer animation. Advanced rendering techniques such as passes and layers will be covered as well as texture and light baking and occlusion passes. Students will focus heavily upon post-production techniques including compositing, post-production effects, and output methods.
Prerequisites: Completion of 90+ credit hours

Course Learning Outcomes:	Exceeding	Meeting	Developing	Not meeting	Program Outcomes	New Institutional Outcomes
Have worked out technical difficulties and finished assets used in their Senior Portfolio.	Technical issue have been overcome and all assets are of portolio quality.	Technical issue have been overcome and most assets are finished but additional work will be needed to consider the work portfolio ready.	Some technical issue have been overcome and some assets are finished but significant additional work will be needed to consider the work portfolio ready.	Technical issue have not been overcome and no assets are finished.	AN3D-1, AN3D-2, AN3D-3, AN3D-4, AN3D-5, AN3D-6, AN3D-7, AN3D-8	Design Competence, Communication Competence, Critical Thinking, Cultural Competence