

# ART (ARTV)

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**ARTV 1303 Basic Animation 3 Credits (2 Lec, 4 Lab)**

This course provides an examination of animation concepts, principles, and storyboard for basic production. It emphasizes creating movement and expression utilizing traditionally or digitally generated image sequences.

Prerequisite(s): ARTC 1325 or approval of department chair

Course Type: Technical

**ARTV 1341 3-D Animation I 3 Credits (2 Lec, 4 Lab)**

This course is an intermediate level 3-D course introducing animation tools and techniques used to create movement. It emphasizes using the principles of animation.

Prerequisite(s): ARTV 1345 or Department Chair approval.

Course Type: Technical

**ARTV 1345 3-D Modeling and Rendering 3 Credits (2 Lec, 4 Lab)**

The student will receive instruction in the techniques of three-dimensional (3-D) modeling utilizing industry standard software. This includes the creation and modification of 3-D geometric shapes, use of a variety of rendering techniques, camera, light sources, texture, and surface mapping.

Course Type: Technical

**ARTV 1351 Digital Video 3 Credits (2 Lec, 4 Lab)**

This is a course in producing and editing video and sound for multimedia or web productions. It emphasizes the capture, editing, and outputting of video using a desktop digital video workstation.

Course Type: Technical

**ARTV 2351 3-D Animation II 3 Credits (2 Lec, 4 Lab)**

This course is an advanced level 3-D course utilizing animation tools and techniques used to develop movement. The emphasis is on advanced animation techniques.

Prerequisite(s): ARTV 1341.

Course Type: Technical