DDT 234 : 3D Graphics and Animation

This course is designed to challenge the imagination of the student in 3-dimensional problem solving environment. The student will be given a basic introduction to the concepts of 3D design and animation, then apply those concepts to a design project. Upon completion, students should be able to create and animate objects in a 3-dimensional environment.

Credits 3
Theory Credit
1
Experimental Laboratory Credit
4
Prerequisites
C or better in ADM 108 or DDT 109 or DDT 222