ADM 216: 3D Graphics and Animation

This course is designed to challenge the imagination of the student in a 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
Transfer Code: Code C
Lab Hours: 4
Lecture Hours: 1
Prerequisites:
As determined by college
Program: Engineering Technology
Semester Offered:
Fall
Spring
Summer