

CAP 224: Digital Environment

This course introduces students to matte painting techniques and specialized CGI environment software. Topics include concepts of art, camera projection, light repainting, atmosphere, and various tools available in virtual environment creation software. Upon completion, the student should be able to create a realistic environment from material coming from various 2D and 3D sources.

Credits: 3

Lab Hours: 4

Lecture Hours: 1

Prerequisites:

None

Co-Requisites:

None