

CAP 111: Introduction to CGI Animation

This course introduces students to character animation principles and a study of advanced CGI techniques. Topics include animation principles, keyframing, rigging, skinning and UV texturing. Upon completion, students should be able to rig a CGI character properly and apply various animations to it.

Credits: 3

Lab Hours: 4

Lecture Hours: 1

Prerequisites:

CAP 101

Co-Requisites:

None