

# 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