CAP 121 : 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
Lecture Hours 1
Lab Hours 4
Transfer Code
Code C
Core Course
Prerequisite Courses
CAP 101
Corequisites
None