
CAP 201 : Simulation and Particles Effects

This course introduces students to the study of various physicals phenomenon and their simulated counterpart in the CGI world. Topics include particles systems workflow, forces, modifiers, typical effects and technological limitations. Upon completion the student should be able to reproduce and render a broad range of simulated physical phenomenon to enhance any visual effects sequence.

Credits 3

Lecture Hours 1

Lab Hours 4

Transfer Code

Code C

Core Course

Prerequisites

None

Corequisites

None