

ICS 272 : Digital Imaging & Animation

Develops 2D computer graphics as elements for 3D projects. Compiles digital imaging and illustration using natural media tools, filters, compositing, templates for 3D project scenes, texture-mapping, and source files. Outlines 3D modeling and animation concepts, tools, and techniques for project development.

Credits 3

Lecture Hours 45

Teaching Equivalent 3.00

Prerequisites

ICS 261 or ART 218, or consent.