

# COMPUTER GRAPHICS/ ANIMATION & 3D



This program explores visual communication in art, animation, 3d modeling, video games, photography, film, advertising, video and the World Wide Web. Students are expected to develop projects in a highly technical environment including learning new computer languages and software. Extensive hands-on training in several of the major software applications used in the field of computer design is provided. Create and modify images in Photoshop, create animation and interactive media with Flash, and develop three-dimensional models in various modeling platforms. The goal is to apply visual awareness and technical skills to create exciting, visually appealing static, animated and interactive designs. If college level work is attained, student may earn up to 9 LCC credits.

**Program Location:**

LCC West Campus

**Session Offered:** PM

**Average Lecture Days/Week:** 0-1 day

**Average Lab Days/Week:** 4-5 days

**Homework:** Rarely

**Required reading:**

Manuals

E-books and/or internet information

**LCC Credits Available:** 9

(If college level work is attained)

**Student learning outcomes include but are not limited to:**

- Describe and interpret how visual images are used to communicate social, cultural, and industrial themes and messages
- Develop effective solutions to two-dimensional, three-dimensional and interactive design problems using the elements of design.
- Explore the creative process by developing projects from initial concept sketching through completed designs
- Explore various creative media including traditional drawing and collaging, as well as various digital design software
- Determine design priorities and alternatives based on an understanding of clients' requirements and project needs
- Create and modify pixel-based images
- Create and modify images based on three-dimensional modeling
- Demonstrate understanding of time-based design by creating storyboards, animatics and animations
- Create interactive environments as a foundation to video game design

