# **COURSE DETAIL**

### **INTRODUCTION TO 3D MODELLING AND TEXTURING**

## **Country**

New Zealand

#### **Host Institution**

**Massey University** 

## Program(s)

**Massey University** 

### **UCEAP Course Level**

**Lower Division** 

## **UCEAP Subject Area(s)**

Film & Media Studies

### **UCEAP Course Number**

30

### **UCEAP Course Suffix**

#### **UCEAP Official Title**

INTRODUCTION TO 3D MODELLING AND TEXTURING

## **UCEAP Transcript Title**

INTRO 3D MODEL/TEXT

## **UCEAP Quarter Units**

6.00

### **UCEAP Semester Units**

4.00

## **Course Description**

In this course students are introduced to industry standard digital tools for the creation of 3D assets. Students gain a creative and technical knowledge and understanding of approaches and methodologies essential for the production of 3D assets for computer animation, visual effects, games, augmented reality, and emerging media.

## Language(s) of Instruction

English

#### **Host Institution Course Number**

289.111

### **Host Institution Course Title**

INTRODUCTION TO 3D MODELING AND TEXTURING

## **Host Institution Campus**

Massey

## **Host Institution Faculty**

## **Host Institution Degree**

# **Host Institution Department**

Creative Media Production

**Print**