

# COURSE DETAIL

## ANIMATION AND VISUAL EFFECTS

**Country**

New Zealand

**Host Institution**

Victoria University of Wellington

**Program(s)**

Victoria University of Wellington

**UCEAP Course Level**

Lower Division

**UCEAP Subject Area(s)**

Art Studio

**UCEAP Course Number**

32

**UCEAP Course Suffix****UCEAP Official Title**

ANIMATION AND VISUAL EFFECTS

**UCEAP Transcript Title**

ANIMATION EFFECTS

**UCEAP Quarter Units**

6.00

**UCEAP Semester Units**

4.00

## Course Description

This course introduces the practice of digital asset creation and animation for narrative media. The course develops basic skill sets central to animation and visual effects production, including polygonal modelling, surface shading, texturing, lighting, and animation using 3D digital content creation software. Practical skills are complemented with design principles and technical concepts related to this studio practice.

## Language(s) of Instruction

English

## Host Institution Course Number

DSDN132

## Host Institution Course Title

ANIMATION AND VISUAL EFFECTS

## Host Institution Campus

## Host Institution Faculty

## Host Institution Degree

## Host Institution Department

Design

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