# **COURSE DETAIL**

### **3D MODELING AND ANIMATION**

## **Country**

Singapore

#### **Host Institution**

National University of Singapore

## Program(s)

National University of Singapore

### **UCEAP Course Level**

**Upper Division** 

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

**Computer Science** 

### **UCEAP Course Number**

153

### **UCEAP Course Suffix**

#### **UCEAP Official Title**

3D MODELING AND ANIMATION

## **UCEAP Transcript Title**

3D MODEL&ANIMATION

## **UCEAP Quarter Units**

6.00

### **UCEAP Semester Units**

4.00

## **Course Description**

This course provides fundamental concepts in 3D modeling and animation. This course covers building or working with digital models, manipulating the models by means of computer deformation and animation, and using lighting and rendering techniques to create appealing scenes. Topics include coordinate spaces, transforms, 3D model representations, hierarchical structures, deformation, procedural modelling, particle systems, character animation, shading networks, lighting, and scripting concepts.

# Language(s) of Instruction

English

**Host Institution Course Number** 

CS3242

**Host Institution Course Title** 

3D MODELING AND ANIMATION

**Host Institution Campus** 

**Host Institution Faculty** 

**Host Institution Degree** 

**Host Institution Department** 

**Computer Science** 

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