

# ARTG-308: 3D Modeling & Animation II

Continuation of ARTG-307. Provides an introduction to creating, editing, and analyzing 3D models. Develops foundational skills to work with, and navigate the digital 3D modeling workspace to create 3D objects.

Examines basic elements of the 3D development of modeling, texturing, lighting, animating, and rendering.

**Credits:** 3

**Program:** Art-Graduate MFA