

CERTIFICATE - 3D MODELING AND MOTION DESIGN

The 3D Modeling & Motion Design Certificate is an interdisciplinary certificate appealing to those interested in graphic design, visual design, web design, video, and extended reality. Students will create three-dimensional assets used in video games, special effects, and entertainment. By emphasizing narrative, students will learn to tell stories in motion using compositing, keyframes, timelines, looping, motion tweening, basic scripting, and visual effects.

After completing the 3D Modeling & Motion Design Certificate students will be able to:

1. Research, conceptualize, refine ideas, and prototype as part of the creative process.
2. Demonstrate technical knowledge and competency with current design tools and technology.

Required Courses

GV 208	3D Modeling I	3
GV 257	Animation and Motion Design I	3
or VF 243	Video Compositing & Motion Graphics I	
GV 308	3D Modeling II	3
GV 357	Animation and Motion Design II	3
or VF 342	Video Compositing & Motion Graphics II	
Choose one of the following:		3
GV 108	2D - 3D Drafting Design	
GV 292	Game Engines I	
IT 311	Interaction Design	
Total Hours		15

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*Candidates for the 3D Modeling and Motion Design Certificate are required to complete a minimum of 15 semester credit hours and have a cumulative grade point average of 2.0