

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 308	3D Modeling II	3
Select one of the following:		3
GV 257	Animation and Motion Design I	
VF 243	Video Compositing & Motion Graphics I	
Select one of the following:		3
GV 357	Animation and Motion Design II	
VF 342	Video Compositing & Motion Graphics II	
Select one of the following:		3
FA 120	Drawing I	
GV 120	Introduction to Storyboarding	
GV 245	Graphic Design I	
IT 110	Data Exploration & Visualization	
IT 311	Interaction Design	
VF 100	Intro to Video Production	
VF 105	Video Production I	
XR 108	2D-3D Drafting Design	
XR 292	Game Engines I	
Total Hours		15

* *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. A minimum grade of C+ must be earned for all courses in the 3D Modeling and Motion Design Certificate.