

WM7002

## 3D Modeling & Animation 1



- Course Aim**
- To introduce learners to the 3D content production environment wherein they will experience the production process from inception to publication through the use of 3D modeling and animation software.
  - To enable learners to produce their own 3D computer generated imagery for use in the web media industry by enhancing their skills in modeling, lighting, shading, animation, simulation, rendering, compositing and sequencing.

**Short Title** 3D  
**Faculty** EDICT  
**Polytechnic Level**  
**Credits** 15  
**Pre-requisites**  
**Co-requisites**  
**Anti-requisites**

**Version** None  
**Effective From** February 1, 2016  
**Indicative NQF Level** 7  
**Student Contact hrs** 60  
**Self-directed hrs** 90  
**Other directed hrs**  
**Total learning hrs** 150

- Learning Outcomes**
- On successful completion of this course, students will be able to:
- 1 Conceptualize, plan and illustrate the development of an imaginative 3D scene
  - 2 Model the elements of a 3D scene using primitive shapes, incorporating shadows & highlights
  - 3 Animate the elements of a 3D scene utilizing both object and camera movement

**NQF Sub-strand**

Theoretical Understanding  
Practical Application of knowledge  
Practical Application of knowledge