

WM7002

3D Modeling and Animation 1



Course Aim 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

Credits 15

Pre-requisites

Co-requisites

Anti-requisites

Version 2

Effective From September 1, 2017

Indicative NQF Level 7

Student Contact hrs 60

Self-directed hrs 90

Other directed hrs

Total learning hrs 150

Learning On successful completion of this course, students will be able to:

- Outcomes**
- 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