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

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

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

NQF Sub-strand:  
Theoretical Understanding  
Practical Application of knowledge  
Practical Application of knowledge