

3D GRAPHICS AND ANIMATION



The course is designed to give students an introduction to the world of computer graphics and animation. Students will create 3d models and animations using the same tools and software that are used in the entertainment industry. Students will explore the production pipeline by creating models, adding textures, using lights, and render both still images and animations. Students will explore school and career options.

Topics Covered

- Polygonal Modeling
- Textures and Lights
- Production Processes
- Principles of Animation
- Character Animation
- Story Telling
- Industry Trends

Career Paths

- Feature and Television Animation
- Game Development
- Virtual Production
- Architectural Visualization
- Industrial Design
- Graphic Design

Location

Granite Technical Institute
2500 S. State St.

Transportation

School bus available to & from GTI

Grade Level

9th -12th grades

Pre-Requisites

None

Class Times

2-period Block

Credits

1.0 CTE, Elective

Length

Semester

Fees

None



To Register, submit a GTI Application (signed by parent).

Visit the GTI website or contact your school counselor for an application.

Granite School District does not discriminate on the basis of race, color, sex, pregnancy, religion, national origin, marital status, disability, sexual orientation, gender identity, age, or any other legally protected classification in educational programs, activities, or access to facilities.

