Students will enhance their skills and deepen their understanding of animation as learned in 3D graphics and 3D animation. Students will create 3D models and animations using the same tools and software that are used in the entertainment industry. Students will further 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

**To Register**, submit a GTI Application (signed by parent).
Visit the GTI website or contact your school counselor for an application.