## FAYETTEVILLE TECHNICAL COMMUNITY COLLEGE

**SIMULATION AND GAME DEVELOPMENT/**

**3D ANIMATION CERTIFICATE (C25450H2)**

Effective: Fall 2023

Revised: 01/03/23

Students learn the basics of 3d modeling and animation. They are introduced to texturing and advanced animation techniques such as motion capture, weighting, and rigging.

Length: 2 Semesters

Prerequisite: Placement Test Equivalent

Award: Certificate

### FALL SEMESTER 1

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Prefix No.** | Title | **Class** | **Lab** | **Clinical** | **Credit** |
| \*SGD114 | SGD 3D Modeling I | 2 | 3 | 0 | 3 |
| \*\*SGD162 | SGD 3D Animation I | 2 | 3 | 0 | 3 |
|  |  | ----- | ----- | ----- | ----- |
|  | **Totals** | **4** | **6** | **0** | **6** |

### SPRING SEMESTER 1

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Prefix No.** | Title | **Class** | **Lab** | **Clinical** | **Credit** |
| \*SGD237 | Rigging 3D Models | 2 | 3 | 0 | 3 |
| \*\*SGD262 | SGD 3D Animation II | 2 | 3 | 0 | 3 |
|  |  | ----- | ----- | ----- | ----- |
|  | **Totals** | **4** | **6** | **0** | **6** |

**TOTAL REQUIRED CREDITS.... 12**

**Work-Based Learning Option:** NA

\*1st 8 weeks

\*2nd 8 weeks