WILMINGTON UNIVERSITY
COLLEGE OF TECHNOLOGY
BASIC COURSE INFORMATION

COURSE NUMBER: ANI 325

COURSE TITLE: Character Rigging

I. MAJOR INSTRUCTIONAL OBJECTIVES

Objective A: Produce professional skills
A1. Conceptualizing the 3D project
A2. Produce pipeline ready product
A3. Create well animation ready characters

Objective B: Increase knowledge of the 3D world
B1. Use software shortcuts
B2. Demonstrate an understanding of rigging and animation
B3. Showcase mastery of skills

Objective C: Demonstrate great work ethics
C1. Integrate methods and practice from and/or in other courses
C2. Create universally animateable characters

II. CLASS PARTICIPATION:

Students are expected to attend class and participate actively and in a positive way. Questions and relevant observations are encouraged and enrich the experience of the entire class. Computers in the classrooms are intended to be used as tools to enhance the students' learning experience. Instant messaging, gaming, emailing, and surfing the web are distractions to the student, the surrounding students, and the instructor and constitute inappropriate behavior. Students are ethically obliged to avoid these and similar practices.

External Storage Requirement:

Students are required to supply their own external storage (ie., SD card, external hard drive, etc.) See Course Canvas page for instructor's directive for your course. Memory cards are NOT supplied with cameras and video equipment.