

# ART 214AM : 3-D ANIMATION: MODELING II AND RIGGING

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## Transcript title

3-D Animation: Modeling II

## Credits

4

## Grading mode

Standard letter grades

## Total contact hours

50

## Lecture hours

30

## Other hours

20

## Prerequisites

ART 114AM.

## Recommended preparation

ART 101AM; ART 213AM.

## Course Description

Builds on technical skills gained in ART 114AM. Examines organic modeling techniques and rigging for animation. Explores sculpting and deformation workflows, addressing topological and texturing considerations. Introduces rigging hierarchies and techniques to prepare characters and props for digital animation. Repeatable for credit.

## Course learning outcomes

1. Create organic soft-surface models through effective manipulation of geometry components.
2. Strategize complex 3D model assembly using advanced toolsets.
3. Optimize topology for deformation and texturing.
4. Develop control hierarchies to rig models.
5. Implement file management and scene assembly used in collaborative industry production environments.
6. Use media-specific terminology to receive and provide feedback.

## Content outline

1. Hard-surface and soft-surface modeling.
2. Sculpting: Interface and brush system.
3. Model topology.
4. Deformation modifiers.
5. Prop and character rigging fundamentals.
6. File and asset organization for iterative improvements and collaborative workflows.
7. Constructive critique, giving and receiving feedback between instructor and classmates.

## Required materials

Students will need to provide specific materials used in this course, which may include textbook or other course reading documents; please see the syllabus for a detailed list.

## General education/Related instruction lists

- Arts and Letters