**Mohawk Valley Community College**

**Utica and Rome, New York**

**Syllabus**

**MM201 Motion Media 2: 4D Design**    **C-1, P-4, Cr-3**

**Prerequisites: MM101 Motion Media 1: Fundamentals**

**Course Description:**

This course covers the theory, role, scope, and practice of 4D design and introduces the ways and means to create time-based artwork.  Emphasis is placed on animated graphics.  It investigates approaches to UV unwrapping, modeling, lighting, animated sequences among others.

**Course Objectives:**

Upon the successful completion of this course, the student will be able to:

* Construct Polygonal Models
* Create 3D Animations Using Keyframes and the Graph Editor
* Light and Render a Scene
* Demonstrate an understanding of UV Unwrapping and Texturing of 3D objects
* Frame subjects and compositions through the use of digital cameras in a 3D space

**Major Topics:**

* Intro to 3D Modeling
* Intro to 3D Animation
* Lighting
* Rendering
* Procedural Animation
* Intro to UV Unwrapping
* Camera
* Materials and Textures
* Found 3D Asset Implementation

Reviewed July 2024