

IMC 349: 3-D Modeling SCHOOL OF JOURNALISM & NEW MEDIA

Learning basic techniques to create 3-D models in Cinema 4D. Understand the implications of texturing and lighting and the effects they have on productions. Learn the fundamentals of operating a camera in a 3-D environment

Instruction Type(s)

• Lecture/Lab: Lecture/Lab for IMC 349

Subject Areas

Mass Communication/ Media Studies

Related Areas

- Communication and Media Studies, Other
- Communication, General
- Speech Communication and Rhetoric

