

## **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

3 Credits

#### **Instruction Type(s)**

- Lecture/Lab: Lecture/Lab for IMC 349

#### **Subject Areas**

- [Mass Communication/ Media Studies](#)

#### **Related Areas**

- [Communication, General](#)
- [Speech Communication and Rhetoric](#)

