

IMC 349: 3-D Modeling

[School of Journalism and 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

Prerequisites

- Pre-Requisite: 24 Earned Hours

Instruction Type(s)

- Lecture/Lab: Lecture/Lab for IMC 349
- Lecture/Lab: Web-based Lecture/Lab for IMC 349

Course Fee(s)

Journalism 9

- \$85.00

Subject Areas

- [Mass Communication/ Media Studies](#)

Related Areas

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

