

**WILMINGTON UNIVERSITY
COLLEGE OF TECHNOLOGY
BASIC COURSE INFORMATION**

COURSE NUMBER: ANI 323

COURSE TITLE: 3D Texture and Lighting Techniques

I. MAJOR INSTRUCTIONAL OBJECTIVES

Objective A: Produce short animation sequences

- A-1. Investigate the uses of the software
- A-2. Recognize ways in which textures affect the modeling process
- A-3. Demonstrate an understanding of texturing and lighting techniques

Objective B: Demonstrate an understanding of time and project management

- B-1. Use software shortcuts
- B-2.