Classes Taught

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On Ground Classes Taught

Foundations of Animation
Principles of Animation
Fundamentals of Design
Introduction to Computing
Digital Imaging
Principles of 3D Modeling
Introduction to Modeling
Introduction Animation
Intermediate Modeling
Intermediate Animation
Digital Audio & Video
Logo Animation
Animation Studio
Computer 3D Modeling & Animation I
Computer 3D Modeling & Animation II
Computer 3D Modeling & Animation III
Camera & Lighting Techniques
Digital Ink & Paint
Computer 3D Workshop
Advanced 3D Textures
Web Animation
Advanced Software
Advanced Software II
Advanced Software III
Advanced Software IV
Advanced Modeling/Animation Topics
Digital Imaging for Multimedia & Web
Introduction to Digital Compositing
Digital Compositing
Designing with Photoshop
Digital Layout
Hard Surface & Organic Modeling
Project Management
Advanced Image Manipulation
3D Character Animation
Advanced 3D Modeling
Pre-Production Team
Motion Graphics
Senior Seminar

Online Classes Taught

Game Modeling
Designing Interior Spaces & Worlds
Advanced Software
Advanced Software III
Advanced Software IV
Material and Lighting
Advanced 3D Modeling
3D Character Animation
3D Modeling
Language of Animation & Film
Hard Surface & Organic Modeling
Computer 3D Modeling & Animation II
Digital Ink & Paint
Intro to Digital Compositing
3D Animation
Game Animation