



3D ANIMATION WORKSHOP SERIES

Learn to Create 3D Computer Generated Graphics
for Animation, Video Games, and Virtual Reality

The Digital Humanities at SDSU, in partnership with the School of Theatre, Television, and Film, presents the 3D Animation Workshop 8-week Series, ideal for students interested in learning to create animation, game graphics, and virtual reality. Instructed by Sam Shpigelman, lessons can be applied to entertainment, education, research, and more. Computers with Maya and Unity are available to use at the workshops. No prior experience or skills necessary.

Students will learn how to construct 3D computer generated models, compile basic 3D scenes inside a game engine, work with real time lights and effects, and conform game scenes and visualize them inside Virtual Reality environments. The final project will be a basic 3D computer generated Virtual Reality scene.

Learn by creating in this guided hands-on series. Space is limited. Students must register for free here: tinyurl.com/3d-workshop-series

Fridays, 2/8 - 3/29, 1 - 3pm

Digital Humanities Center - LA 61 (Bottom of Library Dome)