

# STDA 102 : 3D Design (FILM, PI)

Introduction to basic elements, principles, and tools of 3D design as means to develop unique and powerful works of contemporary art, film, and photography. Work critically through formal and conceptual problems while learning basic elements and principles of 3D design. Additional topics include: health and safety, research, drawing, and archiving.

**Credits** 3

**Studio Hours** 6

**Lecture Hours** 0

**Prerequisites**

None.