

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

**COURSE NUMBER:** ANI 325

**COURSE TITLE:** **Character Rigging**

**I. MAJOR INSTRUCTIONAL OBJECTIVES**

**Objective A:** Produce professional skills

- A1. Conceptualizing the 3D project
- A2. Produce pipeline ready product
- A3. Create well animation ready characters

**Objective B:** Increase knowledge of the 3D world

- B1. Use software shortcuts
- B2. Demonstrate an understanding of rigging and animation
- B3. Showcase mastery of skills

**Objective C:** Demonstrate great work ethics

- C1. Integrate methods and practice from and/or in other courses
- C2. Create universally animateable characters

**II. CLASS PARTICIPATION:**

Students are expected to attend class and participate actively and in a positive way. Questions and relevant observations are encouraged and enrich the experience of the entire class. Computers in the classrooms are intended to be used as tools to enhance the students' learning experience. Instant messaging, gaming, emailing, and surfing the web are distractions to the student, the surrounding students, and the instructor and constitute inappropriate behavior. Students are ethically obliged to avoid these and similar practices.

**External Storage Requirement:**

Students are required to supply their own external storage (ie., SD card, external hard drive, etc.) See Course Canvas page for instructor's directive for your course. Memory cards are NOT supplied with cameras and video equipment.