



DAVIS SCHOOL DISTRICT

www.davis.k12.ut.us

CAREER AND TECHNICAL EDUCATION

STRANDS

Applications of Animation

3D Development Process

Surface Materials

Camera Techniques

Animation of 3D Models

Shadows and Shading

Lighting Techniques

Luminosity and Transparency

Model Hierarchy

3D Application Interface



Learning that works
for Utah

3D GRAPHICS

ABOUT

Students in the 3D Graphics course will use 3D graphics software to produce 3D models. This course will introduce students to 2D and 3D modeling, the creation and application of textures, mapping, lighting, camera techniques, and rendering of 3D models.



CAREER PATHWAYS

Commercial Designer
Multimedia Animator
Graphic Designer



REQUIREMENTS

Semester course for
Sophomores, Juniors
and Seniors



LOCATIONS

All high schools have
access to enroll in
3D Graphics



Talk to your high school
CTE Coordinator



CTE Information Technology Specialist
Lindsay Porter - ldporter@dsdmail.net