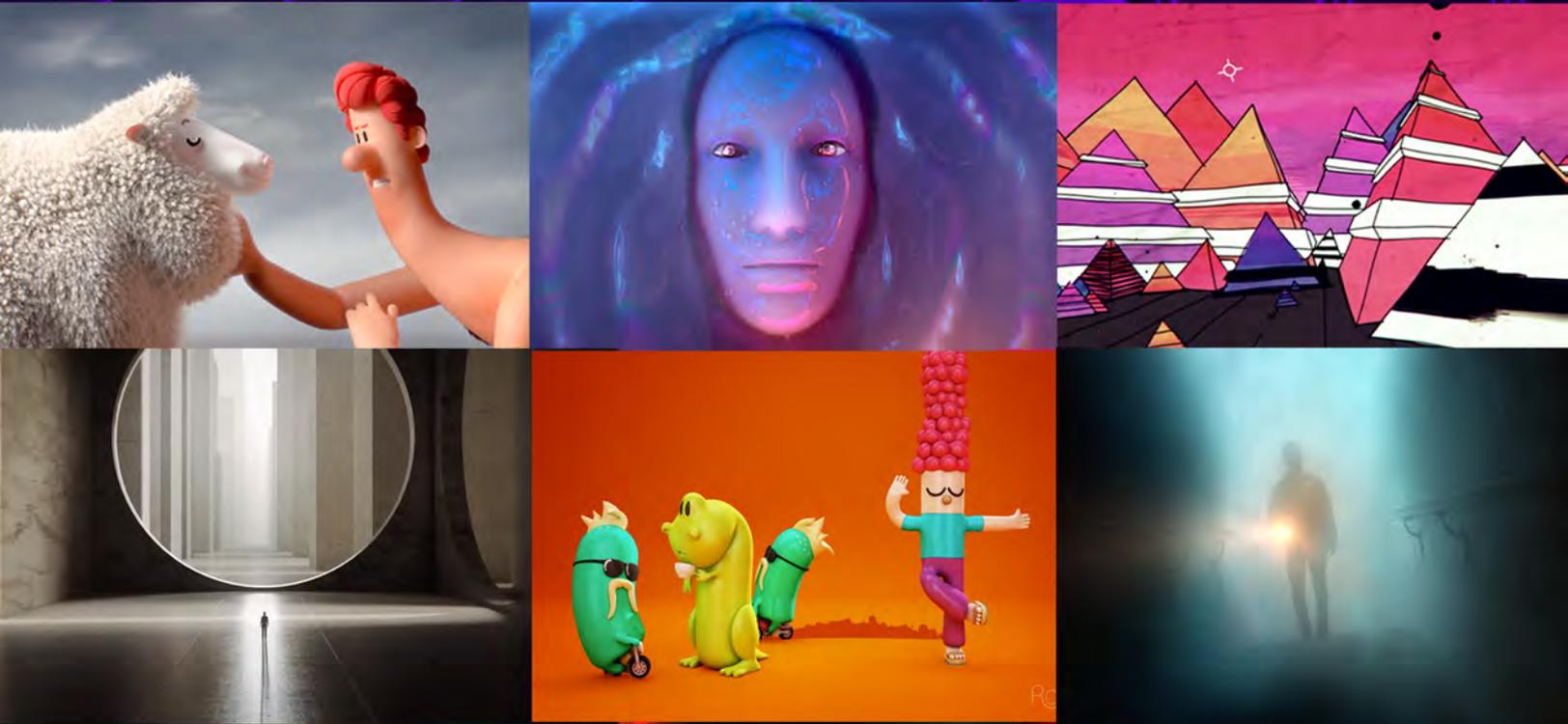CTAN599 SPECIAL TOPICS
3D MOTION GRAPHIC DESIGN

3d Animation techniques and design
approaches for 3D motion graphics
Prerequisite:
CTAN453, CTAN 452 or previous experience in C4D or Maya

3d Motion Graphic Animation and Design
Principles of Motion Design
Contemporary Techniques and 3d Workflows
Shaders, Lighting and Rendering
Creative Assignments

Spring 2021 - Tuesdays 7-9:50pm - 2 units
New Instructor - to be announced
email questions to: Mike Patterson / patte1.usc.edu