Engr154 – Design Visualization

Calendar Description:
Students will learn how to produce compelling still image and animated representations of product and architectural designs. It includes design model acquisition, the creation of materials and texture maps, forward and inverse kinematics techniques for technical animation, creation of lighting and cameras, and formats for rendered output. Students will also be introduced to augmented/virtual reality applications for engineering and architecture.

Instructor: James Bartlett
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Course Topics
Modelling
Materials
Lighting/Cameras
Rendering
Animation
Augmented/Virtual Reality

Evaluation:

Weekly Assignments   100%

(Late assignments not accepted)

Attendance mandatory: -2% for each missed session.