

## ATEC3327 - Lighting and Composition I

[ATEC 3327](#) Lighting and Composition I (3 semester credit hours) This course presents basic concepts and fundamentals of digital lighting and basic composition. The principles and techniques covered are universal and can be applied to both animation and gaming, as well as other visualization areas. This course does not require any previous 3D animation experience and will assume all students are new to 3D lighting and industry professional software. Prerequisite: [ATEC 2326](#) or [ATEC 2382](#). (0-3) Y