

**HNRS 3035: 3D Imaging and Animation,  
Spring 2016**

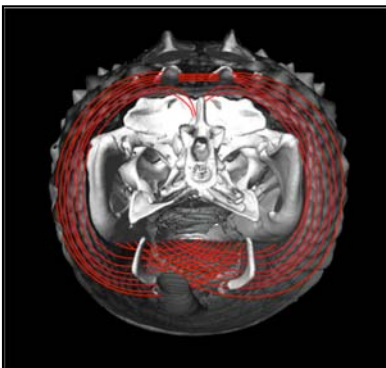
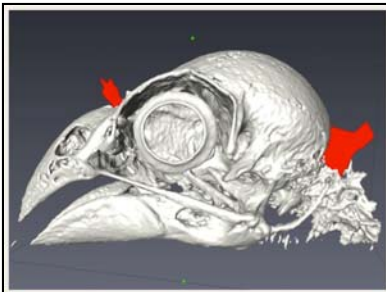
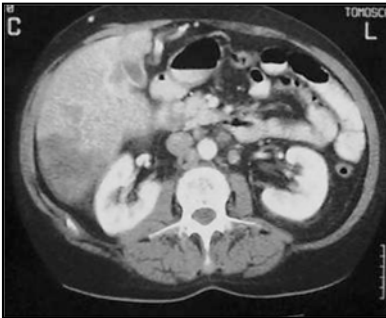
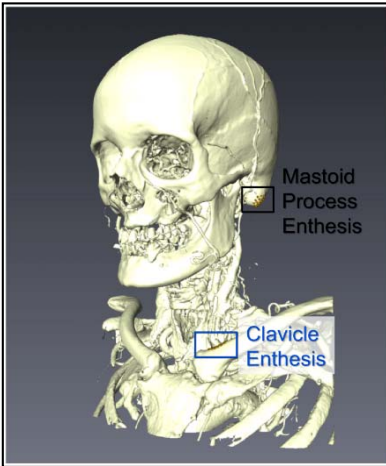
**Places:** Lectures: 201 Williams; Computer Labs: TBA

**Time:** Lecture M 10:30 am-11:30 am; Computer labs: W/F 10:30 am-11:30 am  
(Independent computer lab work: W/F 11:30 am-12:30 noon)

**Faculty**

Dr. Dominique G. Homberger, Dept. of Biological Sciences, [zodhomb@lsu.edu](mailto:zodhomb@lsu.edu)

Dr. Jinghua Ge, Center for Computation & Technology (Advanced Visualization), [jinghuage@cct.lsu.edu](mailto:jinghuage@cct.lsu.edu)



**Course objectives:**

3D imaging and animation is a dynamic, multidisciplinary field with applications in basic and applied sciences. This course is geared for advanced students in biological sciences and medical illustration, but any student is welcome as the course is of general interest.

The course will be a combination of lectures and hands-on computer labs. Students will work in pairs on real research projects and will be able to choose projects for 3D-visualization and/or animation from a variety of objects (e.g., sharks, birds, parrots, alligators, cats, rabbits, humans).

**Recommended preparation or coursework:**

- Introductory Biology (2 semesters)
- Willingness to spend extra hours to practice the use of visualization and animation software and to complete a visualization project.

