

**HNRS 3035: 3D Imaging and Animation,
Spring 2017**

Places: Computer Lab, Honors College, French House

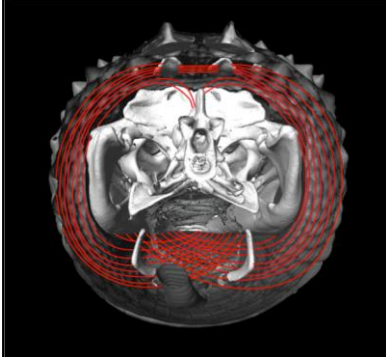
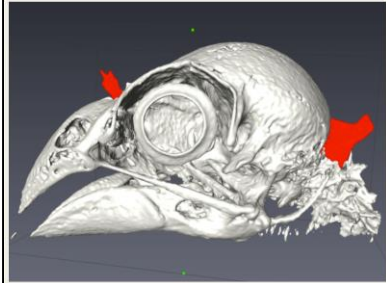
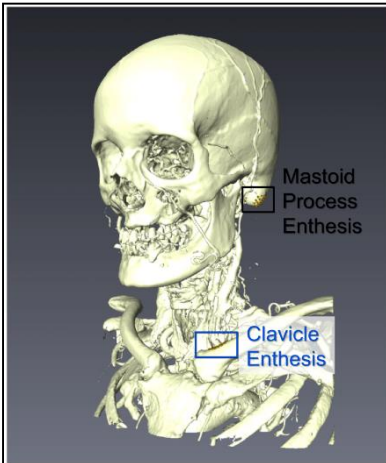
Time: Lecture M 10:30 am-11:30 am; Computer labs: W/F 10:30 am-12:30 am

(Note: Independent computer lab work: W/F 11:30 am-12:30 noon and as needed)

Faculty

Dr. Dominique G. Homberger, Dept. of Biological Sciences, zodhomb@lsu.edu

Dr. Jinghua Ge, Center for Computation & Technology (Advanced Visualization), 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 an excellent preparation for pre-professional students planning to enter the health sciences professions (e.g., medical and veterinary schools, biomedical engineering, medical physics, etc.

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

For examples of research projects in previous semesters, see

<http://avsl.cct.lsu.edu/student-project-HRNS3035-2011.html>

