ART 95 3-D Graphics & Animation
2 credits / 4 hours
revised: 08/12

Course Description
This course provides introductory studio experience in 3-D computer graphics and animation. Topics include 3-D modeling, texture mapping, virtual lighting, virtual lens, virtual camera, and 3-D animation. Through lectures, viewings, tutorials, and projects, students develop a multi-purpose skill set that can be used for innovative content creation, product visualization, space planning, virtual object animation, and multimedia integration.
Prerequisites: none
Co-requisite: none

Course Materials
Blackboard/ePortfolio Class Site

Course Learning Outcomes
1. Apply basic concepts of polygons in the production of 3D modeling.
2. Utilize basic 3-D modeling methods, including primitives, splines, nurbs and deformers, in the creation of polygonal models.
3. Demonstrate effective use of lighting, including the concept of main and secondary lighting, to create volume and depth in three-dimensional space.
4. Apply basic concepts of pixel-based imagery, including alpha-maps, in the creation and application of textures for 3D models.
5. Utilize basic rendering methods to create effective conceptual and expressive two-dimensional images and animations.
6. Demonstrate a basic understanding of timeline animation methods, including keyframing and walk-cycles, in the production of basic animations.
7. Demonstrate intermediate file, task and project management skills in the creation and use of 3-D projects.

Course Grade and Attendance Policy
It is crucial that you attend every class. Excessive absence or lateness may result in lowering of grade. Students must complete all class work and meet all assignment deadlines.
Attendance 10 %
Class participation 10 %
Timely completion of assignments 10 %
Projects 70%

General Education Goal
Communication: Use reading, writing, listening and speaking to find, interpret, and communicate information in various modes, including aesthetic, symbolic and graphic.