Course Objectives: Students will gain a solid foundation in creating 3D computer graphics using industry-standard computer software and hardware. Through analysis and practice, students will develop an understanding of the principles of 3D modeling, lighting, texturing, and rendering. Conceptual design and professional practices will also be addressed. Skills learned in this course will prepare students for the 3D Animation II class.

Teaching Strategies: Lectures, homework, and final projects will serve as the framework for developing problem solving and creative skills. A major component of this course will be the execution of a final project utilizing the creative, conceptual and technical skills explored in class.

Grading Policy: Homework and class participation: 20%
Midterm critique and process books (digital and analogue): 25%
Final project critique and process books (digital and analogue): 55%

Midterm Critique: For the midterm critique, students are expected to develop and pitch a concept for their final project.

Final Projects: Final projects will be presented to the class for critique at the end of the semester as 10-12 digitally projected stills along with process books.

Digital Texturing & Painting by Owen Demers ISBN: 0735709181
Maya Character Creation: Modeling and Animation Controls by Chris Maraffi ISBN: 0735713448

Supplemental Readings: Maya’s help documentation is an excellent reference and is accessible from each workstation using the F1 key or Help pull-down menu. These websites offer tips, discussion boards, tutorials, and downloads: http://knowledge.autodesk.com, www.cgociety.org, www.creativecrash.com http://www.autodesk.com/education/free-software/maya

Materials: Mac compatible 3-button USB mouse, external HD, final project 8GB flash drive, and a 3-ring binder.

Process Books: Process books are used to archive and track the development of your work.

Shortened online version of course syllabus