

ART 114 : 3-D ANIMATION: MODELING

Transcript title

3-D Animation: Modeling

Credits

4

Grading mode

Standard letter grades

Total contact hours

50

Lecture hours

30

Other hours

20

Prerequisites

ART 111.

Recommended preparation

ART 101AM and ART 112. Recommended to be taken with

Course Description

Introduces 3-D modeling and texturing principles and techniques for primarily hard surface models using industry standard software. Focuses on efficient workflows and iterative model development. Repeatable for credit.

Course learning outcomes

1. Practice modeling through effective manipulation of geometry components.
2. Use 3-D applications for visual problem solving and iterative model development.
3. Demonstrate technical facility with industry standard software.
4. Prepare work using best practices for organization, collaboration, and output.
5. Use media-specific terminology to receive and provide feedback.

Content outline

1. 3-D digital application logic, organization, navigation, and problem-solving.
2. 3-D digital modeling workflows and best practices.
3. The fundamental components of 3d geometry, hierarchical networks and rigs.
4. 3-D materials and networks.
5. Constructive critique, giving and receiving feedback between instructor and classmates.

Required materials

Students will need to provide specific materials used in this course, which may include textbook or other course reading documents; please see the syllabus for a detailed list.