

**SEWARD COUNTY COMMUNITY COLLEGE
COURSE SYLLABUS**

I. TITLE OF COURSE: CS2533- 3D Modeling I

II. COURSE DESCRIPTION: 3 credit hours
3 credit hours of lecture and 0 credit hours of lab per week.

This course is designed to introduce the skill of modeling and animating objects. Students will be able to plan and execute successful animation, implement good design techniques, and grasp the technique of preparing a sequence of images for animation. For each unit of credit, a minimum of three hours per week with one of the hours for class and two hours for studying/preparation outside of class is expected.

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Pre-requisite: None

III. PROGRAM AND/OR DEPARTMENT MISSION STATEMENT:

The CIS Program will provide superior learning opportunities in the area of information technology, utilizing state-of-the-art technology, for both CIS majors and non CIS majors to enable all students to achieve their career and/or educational goals.

IV. TEXTBOOK AND MATERIALS:

Introducing Autodesk Maya 2013. Derakhshani, Sybex, 2013

V. SCCC OUTCOMES

Students who successfully complete this course will demonstrate the ability to do the following SCCC Outcomes.

1: Read with comprehension, be critical of what they read, and apply knowledge gained to real life

5: Demonstrate the ability to think critically by gathering facts, generating insights, analyzing data, and evaluating information

6: Exhibit skills in information and technological literacy

9: Exhibit workplace skills that include respect for others, teamwork competence, attendance/punctuality, decision making, conflict resolution, truthfulness/honesty, positive attitude, judgment, and responsibility

VI. COURSE OUTCOMES:

Students who successfully complete this course will demonstrate the ability to do the following Course Outcomes:

Employ current computer concepts in using computer animation software

Incorporate techniques for modeling efficiently using 2D shapes

Create basic computer animation for a variety of projects

VII. COURSE OUTLINE:

- A. Introduction to Three-Dimensional Presentation
- B. Rendering and Animation Applications
- C. Interacting with 3D Studio MAX
- D. The Fast Lane
- E. Moving About the 3D World
- F. Basics of Creation
- G. Basics of Editing
- H. Basic Modeling: Primitives, Shapes, and Shape and Geometric Modifiers
- I. Advanced Modeling: Lofting and Boolean Operations
- J. Special Modeling: Space Warps, Particle Systems, and Morphs
- K. A Brighter Outlook: Cameras, Lights, and Rendering
- L. A New Coat of Paint: Materials Creation and Application
- M. Let's Get Moving: Animation
- N. Follow the Leader: Hierarchy Linking and Inverse Kinematics
- O. Still Life: Working with Light and Shadow
- P. Architectural Presentation: Camera Techniques
- Q. Artist's Exhibition: Applying Bitmap
- R. Mechanical Motion: Hierarchical Linking

VIII. INSTRUCTIONAL METHODS:

Lectures, examples, presentations.

Hands-on student exercises and projects covering individual units.

Related readings and reports from computer magazines, Internet and other media.

Instructors will enforce the Academic Honor Code & Cheating Policy as set forth in the SCCC College Catalog. Students who fail to adhere to this policy will receive an F for the course final grade unless otherwise stated in the instructor's course policies.

IX. INSTRUCTIONAL AND RESOURCE MATERIALS:

Various Internet Sites

Web Animation for Dummies

X. METHODS OF ASSESSMENT:

Development of both oral and written reports and computerized presentations on topics in information technology will assess student ability to gather and evaluate current information in their respective disciplines

Hands-on lab assignments and examinations in animation applications will assess student basic knowledge of this software

Research assignments/projects completed via the Internet will develop the necessary skills for students to search and evaluate information effectively

Delivery of assignments from the instructor AND the student via e-mail will further enhance knowledge and use of this technology

Note: The above mentioned course assessment tools will assess student knowledge of technology in a variety of disciplines addressing both the SCCC Outcomes and General Course Outcomes/Competencies identified above.

XI. ADA STATEMENT:

Under the Americans with Disabilities Act, Seward County Community College will make reasonable accommodations for students with documented disabilities. If you need support or assistance because of a disability, you may be eligible for academic accommodations. Students

should identify themselves to the Dean of Students at 620-417-1106 or going to the Student Success Center in the Hobbie Academic building, room 149 A.

Syllabus Reviewed: 01/09/2019 20:02:14