

SEWARD COUNTY COMMUNITY COLLEGE COURSE SYLLABUS

I. TITLE OF COURSE: CS2593- 3D Modeling II

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

This course is designed to further enhance the skills of students who have successfully completed the 3D Modeling I course. Students will be able to create more dynamic 3D projects by incorporating more advanced modeling and animation skills, revolving and rotating surfaces, and learning how to use controlled mesh and advanced rendering techniques such as environment maps and depth of field. There will be a variety of projects to refine these skills. 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: Successful completion of the CS2533, 3D Modeling I course.

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:

Upon completion of the 3D Modeling II course with 80% or higher mastery of course competencies, the student should be able to:

General Course Outcome #1: Employ advanced 3D modeling techniques using state of the art technology.

General Course Outcome #2: Identify various modeling and animation techniques.

General Course Outcome #3: Create advanced 3D projects for photographs, Internet, and

movies.

VII. COURSE OUTLINE:

1. Explore more in-depth polygonal modeling
2. Explore more in-depth NURBS modeling
3. Use subdivision surfaces to model various objects used by the characters
4. Identify the basics of character rigging nodes
5. Generate blend shapes

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

3D Art Magazine

X. METHODS OF ASSESSMENT:

SCCC/ATS Outcome #1 will be assessed through students reading various articles from their text, the internet and magazines dealing with 3D modeling applying what they have read to their hands-on projects.

SCCC/ATS Outcome # 5 will be assessed by students researching and evaluating various 3D applications and articles and then discussing their findings in class

SCCC/ATS Outcome # 6 will be assessed by students appropriately utilizing 3D technology

SCCC/ATS Outcome #9 will be assessed by evaluating student team projects, their time logs, and their evaluations of each other

General Course Outcome #1 will be assessed through the daily evaluation of student work

General Course Outcome #2 will be assessed by reviewing the student projects and what techniques they incorporated into the project

General Course Outcome #3 will be assessed by reviewing the students final projects and the evaluations from their peers

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.