Wayne County Community College District

COURSE SYLLABUS

VGD 269 Introduction to 3D Graphic and Animation

CREDIT HOURS: 4.00

CONTACT HOURS: 60.00

COURSE DESCRIPTION:
Students will learn fundamental and beginner knowledge that is essential for further exploration of 3D-graphics. Also they will learn methods and techniques involved with the designing and construction of 3D related objects that are suited for games, movies, and or TV broadcast. After completing this course, students will have a basic knowledge set of a high-end, industrial strength 3D graphics package. Students should be able to begin developing their own 3D content using the tools and techniques and their own creativity. This course will cover topics such as 3D concepts and terminology, 3D modeling techniques, UV mapping, texturing, lighting, rendering, animation and rigging.

PREREQUISITES: CIS110, CIS 266

EXPECTED COMPETENCIES:
Upon completion of this course, the student will be familiar with:
- Demonstrate an understanding of 3D strategies
- Demonstrate an understanding of 3D modeling techniques
- Demonstrate an understanding of UV mapping, texturing, lighting, rendering,
- animation and rigging

ASSESSMENT METHODS:
Student performance may be assessed by examination, quizzes, case studies, oral conversation, group discussion, oral presentations. The instructor reserves the option to employ one or more of these assessment methods during the course.

GRADING SCALE:
90%-100% = A
80%-89.9%= B
70%-79.9%= C
60%-69.9%= D
<60% = E