

**3D Computer Animation**  
**CAD – 1205 -01**  
**Fall 2009**

**Instructor: Mary Smith**  
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**Meeting Times:**

**Lecture: Monday 6:00p – 7:40am**

**Lab: Monday 7:50pm - 9:20pm**

**Text: 3ds max 8 Fundamentals by Ted Boardman, Published by New Riders**

**Catalogue Description:**

Professionals ranging from architects and engineers, trainers, and educators to corporate presentation specialists, industrial designers, game developers, graphic artists, web page designers and other creative uses of 3D animation. 3D Studio is one of the leading 3D animation software packages. Students will learn to make quality renderings and advanced 3D models with photo-realistic quality. Students will be able to produce animation for video production and quality design, prepare high resolution still images, develop architectural and engineering visualization and create multimedia and educational presentations. Lecture, two hours per week; lab, two hours per week.

**Course Objectives:**

Students will learn:

- Concepts of 3 dimensional modeling and animation.
- To use the 3D modeler that creates spheres, cones, cylinders and faces.
- To create "material" and apply them to objects.
- To assemble 3D scenes with cameras, lights, spotlights, shadows and backgrounds that bring scenes to life.
- To render and shade scenes.
- Keyframe animation capabilities (moving, scaling, squashing, rotating)
- To preview animations in wireframe or shaded mode. Output can be finished to an .avi format or .bmp for stills

**Attendance is Required:** A student will be dropped after five unexcused absences. Roll will be taken at each session. **Five extra credit points will be given to a student's final grade for perfect attendance.**

**Classroom Policies:** Students who are disruptive in the classroom and/ or disrespectful to their

classmates and the learning environment may be asked to leave the classroom.

**Assessment:** Students will be assessed with three tests on their understanding of the vocabulary and use of the software. Lab assignments will be used to assess the students proficiency with the software. A final capstone animation project will be presented by the student, upon completion of the class, (May 2<sup>nd</sup>). The final grade of the student will be the sum of 40% of their lab assignments, 35% of their test average and 25% of their grade on the capstone animation project

### Grading Scale:

**100 - 90 A**

**89 - 80 B**

**79 - 70 C**

**69 - 60 D**

**59 - 0 F**

**Classroom Policies:** Students are expected to respect others and the classroom setting. Please refer to the **Student Code of Conduct** as outlined in the **Student Handbook**

**Plagerism / Dishonesty Policy:** It is permissible for students to assist others with laboratory assignments. Any instances of cheating on tests will result in disciplinary action.

**Drop Policy:** Students wishing to drop the class will have to initiate the procedure. The instructor will not drop a student without student verification, unless student misses more then five classes. At the semester end, if a student has not dropped and has not completed the course requirements, a grade of F will be given. Final drop date is usually about the 12th week. Please check with your counselor before dropping as it may affect your **Financial Aid** status

**Special Needs:** If you need support or assistance because of a disability, you may be eligible for academic accommodations through the IVCC Special Populations Office; Rm. B-204; Phone 815/224-0284.

### Schedule of Assignments

<b>Note: This schedule is tentative, and may be modified during the course of the semester at the discretion of the Instructor</b>			
<b>Week</b>	<b>Topic</b>	<b>Reading</b>	<b>Assignments</b>
August 17	Chapters 1 &2,	Pages 1 -33	Handouts, Snowman Exercise
August 24	Chapters 2 & 3 (Shapes & Modifiers)	Pages 33 - 44	Text Book Exercises 3.1& 3.2, & Still Life Exercise
August 31	Chapter 4 (Basic Modeling)	Pages 45 - 76	Text Book Exercises 4.1, 4.2, 4.3 , 4.4, 4.5, & 4.6
September 7	COLLEGE CLOSED LABOR DAY		

September 14	<b>Test 1 / Chapter 5</b>	Pages 76 - 87	Text Book Exercises 5.1, 5.2, & 5.3
September 21	Chapter 5 (3D Modeling)	Pages 87 -111	Text Book Exercises 5.4, 5.5, 5.6, 5.7 & 5.8
September 28	Chapter 6 (Cameras)	Pages 111 - 130	Text Book Exercises 6.1,6.2, 6.3 & Furniture Exercise
October 5	Chapter 7 (Basic Lighting)	Pages 130 - 150	Text Book Exercises 7.1,7.2, 7.3, 7.4, 7.5& 7.6
October 12	Chapter 8 (3D Lighting)	Pages 151 - 180	Text Book Exercises 8.1, 8.2, 8.3, 8.4 &8.5
October 19	<b>Test 2/Chapter 9 (Rendering)</b>	Pages 181 - 202	Text Book Exercises 9.1, 9.2. 9.3, 9.4, & 9.5
October 26	Chapter 10 (Materials)	Pages 203- 226	Text Book Exercises 10.1,10.2,10.3,10.4 & 10.5
November 2	<b>Spring Break - No Classes</b>		
November 9	Chapter 11 (3D Materials)	Pages 227 - 257	Final Project
November 16	Chapters 12 (Illumination) / <b>Test 3</b>	Pages 258 - 283	Preliminary Story board for Final Project must to be submitted for approval Final Project
November 23	Chapter 13 (Animation)	Pages 283 - 298	Final Project
November 30	Chapter 14 (3D Animation)	Pages 299 - 315	Final Project
December 7	<b>Final Project Presentations</b>		