

Course: DD 1160 - Digital Imagery 3D I 3 (1-0-2) UT

Session: Fall 2009
Thursday, 18:00 - 20:50

Credit/Hours: 45 hours Delivery: Studio

Transfer: University of Alberta
University of Lethbridge
Athabasca University
Augustana Faculty, University of Alberta
Other (transfers in combination with other courses or to other institutions)

Expect to have a portfolio of works when applying for transfer.

— *Double Check University Transfer Guide*

Pre/corequisite: Basic computer literacy skills are essential

Instructor: David Botta
Studio B, front office
539-2814
dbotta@gprc.ab.ca (Best way to contact me)

Calendar Description: This course (and its sequel DD1170) provides a hands-on introduction to 3D computer animation, in a computer studio setting. This course focuses on modeling, lighting, and rendering, and only touches on simple animation. (DD1170 focuses on more complex animation projects.)

Course Content: The students will do the following:

- Practice building 3D graphics (modeling, animating, rendering).
- Identify aspects of 3D computer graphics and plan for them in one or more projects, which will demonstrate a reasonable selection of techniques.
- In presentations and group discussions, use some of the terminology from 3D computer graphics and its historical context.

Evaluation: **CRITERIA FOR EVALUATION**

- Standard of work achieved
- Attendance
- Ability to fulfill assignment objectives
- Openness to instruction
- Time spent additional to class hours
- Participation in discussions and critiques

- Timely completion of assignments (inside and outside of class)
- Progress achieved overall
- Attitude towards fellow students, staff, course work and deadlines

ASSESSMENT AND GRADING

- Modeling assignment: 10%
- Lighting assignment: 20%
- Rendering and animation assignment: 30%
- Exercises: 30%
- Participation: 10%

Late exercises and assignments lose 10% per day.

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| Timeline: | The exercises are due within the week that they are introduced. The modeling assignment is due by end of class on Oct 1; the lighting assignment is due by the end of class on Oct 29; the rendering and animation assignment is due by the end of class on Dec 3. |
| Required Materials: | None |
| Textbooks: | <i>The Art of 3D Computer Animation and Effects, Fourth Edition</i> (Mar 30 2009), by Isaac Victor Kerlow. Cost: (Amazon as of Aug 26 2009: CDN\$ 49.14). ISBN-10: 0470084901 |
| Attendance: | More than 20% absenteeism may constitute a failure except for medical or extenuating circumstances, in which case a doctor's letter may be required. |
| Plagiarism: | Plagiarism is cheating. The instructor reserves the right to use electronic plagiarism detection services. See P. 33-43 of the Calendar for more details, and for explanation of many other policies and regulations. |
| Reviewed: | Created on Aug 24 2009. |