



VISUAL ARTS, FOUNDATION
 COURSE OUTLINE

F. APR 03 2002

DD 1160 Digital Imagery 3D I

Course Title: DD1160 Digital Imagery 3D I 3(1-0-2) UT Pending
Dates:
Class Time:
Class Location:

Instructor:
Office:
Phone:
E-mail:

Prerequisite: None

Calendar Description: This course and its sequel AR 1170 are designed to give students an introduction to the theory and practice of three dimensional computer generated images (CGI). Students will model animate and render photorealistic images suitable for animation, game development, and/or video

Course in perspective: Students will:

- Acquire an solid understanding of the concepts and principles of 3D object creation.
- Develop skills in the use of specific computer tools applicable to 3D CGI.
- Produce a portfolio of work which demonstrates their knowledge and expertise.

Topics will include but are not limited to

Modelling basics of point, line, and polygons
 Organic shapes with spline curves, NURBS and Boolean operations.

Rendering of photorealistic images
 Materials and surface treatments such as textures, reflection, refraction, transparency, specularly and bump mapping
 Photographic and atmospheric effect such as motion blur, depth of field and fog.

Assignments: Assignments will be designed develop skills and expertise in the use of the appropriate tools for creating 3D CGIs. A portfolio of work that culminates in one major project will be required.

Criteria for Evaluation:

Term assignments	40%
Final portfolio	50%
Participation	10%

Note: Note: More than 10% absenteeism may constitute a failure, except for medical or extenuating circumstances, in which case a doctor's letter will be required.