

DD1160 3D – Digital Imagery

Dates: January 12th – April 10th

Class Time: Mondays 6pm – 9 pm

Class Location: Studio B

Instructor: Matthew Regan

Office: N/A

Phone: N/A

E-mail: mregan@gprc.ab.ca

Prerequisite: None

Course Outline:

Students will acquire:

- a) A solid understanding of the concepts of 3D model generation
- b) Develop skills that can be applied to multiple modeling platforms used in industry
- c) A overview of the development cycle used in the gaming industry
- d) A portfolio of work that demonstrates their knowledge

Topics that will be addressed include (but are not limited to):

Modelling basics: Simple shapes, points, lines and faces. Organic shapes using nurbs.

Generation of photorealistic images. Using materials and textures, including specular, transparency, reflection and bump mapping. Lighting basics, depth of field, camera work and minor animations will also be addressed.

Assignments:

Assignments will be given for each chapter in the course book. There will also be an individual mid-term assignment and a group final project assigned.

Evaluation:

Assignments: 40 %

Mid-term: 10 %

Final: 40 %

Participation/Sketchbook: 10%

NOTE: Absenteeism will be reflected in Participation mark. Late Assignments will be docked 10% per day late *except for medical or extenuating circumstances in which a doctor's note may be required.*