

DD1170 3 (1-0-1) UT 45 Hours
Digital Imagery 3DI

Fine Arts Grande Prairie Regional College

contact	<p>Marcia Tofer</p> <p>class hours 10 am to 1:00 pm Tuesday or by email: mtofer@gmail.com; available for extra help following class by arrangement or via msn</p>
Times:	<p>Tuesday 10 am to 1:00 pm</p>
room	<p>design studio</p>
description	<p>This course and its prequel DD1160, are designed to further develop students basic knowledge 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.</p> <p>This is not a programming course however, would provide valuable insight for programmers as well.</p>
objectives	<ol style="list-style-type: none">a. expand on basic knowledge of Maya b. prove their Maya knowledge by creating industry accepted images/animations. c. acquire a solid understanding of the concepts and principles of 3d object creation. d. demonstrate personal interest in topic.

assignments Major emphasis will be placed upon implementing:
Understanding fundamental tools used in Maya including:
Modeling systems such as Primitives, Nurbs, Proxy's and
Subdivision surfaces
Create shaders and textures
Animation basics including keyframes, motion paths,
kinematics
Cameras, lights and rendering

grades Term assignments _____ 40%
Final Portfolio _____ 45%
Participation _____ 10%
Attendance _____ 5%

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.