



Purpose: It is the intention of this Administrative-Master Syllabus to provide a general description of the course, outline the required elements of the course and to lay the foundation for course assessment for the improvement of student learning, as specified by the faculty of Wharton County Junior College, regardless of who teaches the course, the timeframe by which it is instructed, or the instructional method by which the course is delivered. It is not intended to restrict the manner by which an individual faculty member teaches the course but to be an administrative tool to aid in the improvement of instruction.

Course Title – 3-D Modeling and Rendering I

Course Prefix and Number – ARTV 1345

Department – Computer Science

Division – Technology and Business

Course Type: (check one)

- Academic General Education Course (from ACGM – but not in WCJC Core)
- Academic WCJC Core Course
- WECM course (This course is a Special Topics or Unique Needs Course: Y or N)

Semester Credit Hours #: Lecture Hours #: Lab/Other Hours #: 3:2:2

Equated Pay hours for course - 3

Course Catalog Description - Techniques of three-dimensional (3-D) modeling utilizing industry standard software. Includes the creation and modification of 3-D geometric shapes, use of a variety of rendering techniques, camera, light sources, texture, and surface mapping.

Prerequisites/Co-requisites – ARTV 1303

List Lab/ Other Hours
Lab Hours 2
Clinical Hours
Practicum Hours
Other (list)

Prepared by: Donna Schilling

Date: 7-1-2014

Reviewed by Department Head: Donna Schilling

Date: 7-1-2014

Accuracy verified by Division Chair: David Kucera

Date: 11-5-2015

Approved by Dean or Vice President of Instruction: Leigh Ann Collins

Date: 3-4-16



I. Topical Outline – Each offering of this course must include the following topics (be sure to include information regarding lab, practicum, clinical or other non-lecture instruction):

- Polygonal Modeling
- Modeling Surfaces and Deformers
- Locomotive Detail
- Shading and Texturing
- Lighting
- Rendering

II. Course Learning Outcomes

Learning Outcomes	Methods of Assessment
<p>Upon successful completion of this course, students will:</p> <p>Construct 3-D objects; utilize tools for lighting, surfacing and camera; and render 3-D scenes.</p>	<p>All outcomes will be assessed by one or more of the following:</p> <p>Individual Assignments Individual Projects Portfolio Quizzes/Tests/Exams</p>

III. Required Text(s), Optional Text(s) and/or Materials to be Supplied by Student.

Introducing Autodesk Maya 2014: Autodesk Official Press by Dariush Derakhshani

ISBN-10: 1118574907 | **ISBN-13:** 978-111857490

IV. Suggested Course Maximum - 16

V. List any specific spatial or physical requirements beyond a typical classroom required to teach the course.

- Computer for each student
- Current version of Maya

VI. Course Requirements/Grading System – Describe any course specific requirements such as research papers or reading assignments and the generalized grading format for the course

- Course Requirements:**
- Exams and Quizzes: 0-10%
 - Lesson Assignments: 10-40%
 - Animation Projects: 10-40%
 - Final Project: 5-30%
 - Attendance/Participation: 5-10%

Grading System

100 -90	= A
89 - 80	= B
79 - 70	= C
69 - 60	= D
and below	= F

VII. Curriculum Checklist

- **Academic General Education Course** (from ACGM – but not in WCJC Core)
No additional documentation needed

- **Academic WCJC Core Course**
Attach the Core Curriculum Checklist, including the following:

- Basic Intellectual Competencies
- Perspectives
- Exemplary Educational Objectives

- **WECM Courses**
If needed, revise the Program SCANS Matrix & Competencies Checklist.