



Course Information

Course Title	3-D Modeling and Rendering I
Course Prefix, Num. and Title	ARTV 1345
Division	Technology and Business
Department	Computer Science
Course Type	WECM Course
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.
Pre-Requisites	Credit or current enrollment in ARTV 1303
Co-Requisites	Enter Co-Requisites Here.

Semester Credit Hours

Total Semester Credit Hours (SCH): Lecture Hours:	3:2:2
Lab/Other Hours	
Equated Pay Hours	3
Lab/Other Hours Breakdown: Lab Hours	2
Lab/Other Hours Breakdown: Clinical Hours	N/A
Lab/Other Hours Breakdown: Practicum Hours	N/A
Other Hours Breakdown	N/A

Approval Signatures

Title	Signature	Date
Prepared by:		
Department Head:		
Division Chair:		
Dean/VPI:		
Approved by CIR:		

Additional Course Information

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

Modeling Fundamentals
Polygonal Modeling
Modeling Surfaces and Deformers
Shading and Texturing a 3D model
Lighting a 3D Model
Rendering a Model
Turntable

Course Learning Outcomes:

Learning Outcomes – Upon successful completion of this course, students will:

Construct 3-D objects; utilize tools for lighting, surfacing and camera; and render 3-D scenes.

Methods of Assessment:

Individual/Group Assignments
Individual/Group Projects
Reading Assignments
Presentations
Lab Works/Assignments
Quizzes/Tests/Exams

Required text(s), optional text(s) and/or materials to be supplied by the student:

- Introducing Autodesk Maya 2014: Autodesk Official Press by Dariush Derakhshani ISBN-13: 978-111857490
- USB thumb/flash drive
- High Speed Internet

Suggested Course Maximum:

20

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

Computer Lab w/ a computer per student and instructor

Baseline Computer Stats:

3.4 Ghz or higher

16 GB of memory or higher

Graphic Card: 2048 MB, 256-bit GDDR56008 MHz (effective), 192.26 GB/s or higher

26"-30" inch monitor

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

Exams and Quizzes: 0-10%

Lessons Assignments: 10-40%

Animation Projects: 10-40%

Final Project: 5-30%

Attendance/Participation: 5-10%

Version: 3/20/2019

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

Curriculum Checklist:

- Administrative General Education Course** (from ACGM, but not in WCJC Core) – No additional documents needed.
- Administrative WCJC Core Course.** Attach the Core Curriculum Review Forms
 - Critical Thinking
 - Communication
 - Empirical & Quantitative Skills
 - Teamwork
 - Social Responsibility
 - Personal Responsibility
- WECM Course** -If needed, revise the Program SCANS Matrix and Competencies Checklist