

ART 185 3D Modeling for Animation Spring 2005

Section: 0314 Room F201
Tuesday- Thursday 9 a.m.-11:45 a.m.
January 18- May 13, 2005

Instructor: Mike Pucel
Phone: 602.285.7277
Email:
michael.pucel@sccmail.maricopa.edu

Course Description:

This class will allow you to learn the concepts of 3-D modeling, to study the principles of computer geometry including the basic elements that make computer models-curves, surfaces, nurbs, and polygons, to make the transition from 2D to 3D, and to develop the techniques used for shading, materials, and rendering.

Prerequisites or Corequisites:

ART/MMT184, or permission of the instructor.

Text Required:

Introducing Maya 3D for Beginners by Darius Derakhshani, Maya Press, ISBN 0-7821-4353-9

Supplies needed:

1. Notebook for making notes
2. Sketchbook for designs or
3. USB Flash Drive (memory stick)
4. Several CD-R discs or Zip disks
5. A few other materials may be required for specific assignments

Bring your materials to each class session. DO NOT depend on borrowing from other students.

Course Competencies:

1. Understand object construction fundamentals
Basic Geometry
Conventions for naming objects
Standard geometric primitives
Grids and bezier surface

Compounding objects and boolean operations
Union
Intersection
Subtracion
2. Creating shapes
Line
Polygonal object construction
Nurbs based object construction
Lofted objects
3. Finishing touches
Composition basics
Lights
Cameras
Materials
Rendering objects and scenes
Environmental efforts

This syllabus is subject to additions, deletions, and changes as needed.

Special Notes:

The instructor will withdraw students who are not attending classes after three unexcused absences.
Assignments will be given at the beginning of class.
You are still responsible for the same quality and quantity of work as if you had been present.
No headphones, cell phones, or beepers. Dress appropriately for messy materials.

ART 185 3D Modeling for Animation Spring 2005

Tutorial and Project Schedule (Subject to change)

Week 1

Read pp. 1- 58
due 1/20

Week 2

Read pp. 59- 78, complete "Your First Maya Animation" tutorial that starts on p. 94
due 1/27

Week 3

Read pp. 79- 111, complete the "Axe" tutorial that starts on p. 94
due 2/3

Week 4

Read pp. 113- 129, complete the "Simple Hand" tutorial that starts on p. 121
due 2/17

Week 5

Read pp. 130- 145, complete the "Catapult" tutorial that begins on p.130
due 2/24

Week 6

Read pp. 152- 166, complete the "Building a Teakettle" tutorial that begins on p. 158
due 3/3

Week 7- 9, Project One

"Toyland"
due 3/31

Week 10- 12, Project Two

TBA
due 4/21

Week 13- 15, Project Three

TBA
due finals week

Grading:

Each student will be evaluated by:

1. Submission of 3 projects (20 pts. each).
2. 5 tutorials (30 pts. total) from the book.
3. Class participation about required reading from text (10 pts.).
4. A final grade will be the sum total points of 3 projects, 6 tutorials, and class participation.
5. 100 to 91= A
90 to 81 = B
80 to 71= C
70 to 61= D
60 to 0 = E

Taping Policy :

Faculty are, by law, afforded copyright protection in their classroom lectures and, therefore, may limit circumstances under which students may make audiovisual tapes of classroom lectures.
Permission of instructor is required.

Disability Support Services
Location: Learning Center Building
Telephone: (602) 285-7477 V/TDD

The **Disability Support Services (DSS) Office** coordinates services which will ensure equal access to college programs for students with disabilities. Services include interpreting for the deaf/hard of hearing, notetaking, reading, scribing, adaptive technology, testing accommodations, alternative text formatting, and special seating arrangements. Some classroom accommodations such as interpreting services, audio taped texts and handouts, enlarged print and Braille materials require preparation time. For this reason, students with disabilities are encouraged to contact the **DSS Office** prior to registration and provide us with the necessary documentation. All disability-related information provided to **DSS** remains confidential.