Bergen Community College
Division of Arts and Humanities
Department of Visual Arts

ART-192 3 Dimensional Animation I

Date of Most Recent Syllabus Revision: 12/2001
Course Typically Offered: Every Semester

Instructor: Francis Schmidt
Office Location: West 317 Heights
Office Hours: Monday 1-2PM, Tuesday 1-2 PM and Thursday 1-2 PM
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Email Address: fschmidt@bergen.edu
Class Meeting Time and Location: Wednesdays 1:45_5:50 in West 317

Course Description

Official Catalog Course Description
This course concentrates on the use of state-of the-art 3D animation software. Students become familiar with animation in a 3D environment using proper lighting, camera setup, design and rendering capabilities. Class discussion and direct application of techniques focus on the use of desktop animation workstations in today's working environment.
2_ lectures, 2_ labs, _4_ credits, No Prequisites

Student Learning Objectives:

Upon completion of the course, students should be able to use the tools, interface, and 3d animation capabilities of industry standard software, identify key components of 3d graphics production, critically evaluate (aesthetically and technically) their own work and the work of others, and propose, design and create 3d graphic and photographic images on the computer.

Means of Assessment

Assessment in this course will be based on the quality of student art projects.
Projects will be focused on demonstrating particular skills delineated in the Course Content Section.

Course Content

The course will include lectures/demonstrations, studio time and both one on one and group critiques.

Major topics in any instructor's individual course guide must include:
*The 3d digital environment and how to navigate it
*Modeling geometry
*Adding color and texture
*Saving and showing 3d digital work
*Animation technique
*Lighting the 3d environment
*Digital Cinematography in the 3d Interface

Course Texts and/or Other Study Materials

Students must have in each class session access to media in order to save and back up course work.
BCC is not responsible for student work left on workstations.

The software and training materials used in class are available to students at no charge for academic use.
They can be downloaded from the manufacturers website, and are also available in the freetime labs.

Grading Policy

The Grades in this course are base primarily on the class projects.Each project poses specific technical and creative challenges and will be graded as follows:

Grade of A: This project shows originality in its approach, and the mastery over technical skills as well as diligence and attention to detail in all phases of execution. An A project exceeds the expectations of the instructor. In order to achieve this high level substantial work must be done in free lab hours and class time must be used effectively.This project will reflect an independent commitment to and interest 3d animation on the part of the student. In short the A grade is reserved for the best work in the class.

Grade of B: This project is fully completed and shows technical competence as well as solid design decisions. The project fulfills all of the requirements of the assignment.

Grade of C: This project is completed in a sloppy fashion. The project will demonstrate a weak grasp over relevant techniques and it lacks creativity or cohesiveness.

Grade of D: This project is only partially complete or does not address the requirements of the assignment.

Grade of F: Project is not handed in or fails to demonstrate engagement with the subject matter of the course.

Attendance Policy

BCC Attendance Policy:

All students are expected to attend punctually every scheduled meeting of each course in which they are registered. Attendance and lateness policies and sanctions are to be determined by the instructor for each section of each course. These will be established in writing on the individual course outline. Attendance will be kept by the instructor for administrative and counseling purposes.

Course Calendar

Week	Topic/Activity	Assignments/Events
1	Navigating the Software	tutorial
2	Modeling with Primatives	tutorial
3	Point, Edge and Polygon Manipulation	Begin Project 1
4	Subdividing Surfaces	Continue Project 1
5	Adding Color and Texture	Continue Project 1
6	NURBS	Continue Project 1
7	Saving Work	Continue Project 1
8	3D Design Project Assignment	Finish Project 1/Critique
9	Forward Kinematics	Begin 3D Design Project
10	Inverse Kinematics	Finish Project 3/Critique
11	Lighting	Continue Project 2
12	Camera Placement and Control	Continue Project 2
13	Special Topics	Continue Project 2
14		Final Critique on Project 2

Note to Students: This Course Outline and Calendar is tentative and subject to change, depending upon the progress of the class.