COURSE: Art 195 - 3D Computer Modeling For Animation

INSTRUCTOR: Kirk Miller

Syllabus

Course Description: Welcome to the world of 3D Modeling. This course is an overview of high-end 3D imaging techniques using LightWave; it involves weekly exercises emphasizing an understanding of modeling, surfacing, lighting, and rendering tools. At specified intervals, students will execute a series of projects from con- cept to completion. These assignments, which are equivalent to tests in lecture classes, are designed to review the principles learned in the exercises and provide the student an opportu- nity to put the skills they have developed to practical use. Upon completion of this course, students will be able to model, sur- face, and render 3D models using Lightwave. The evaluation of student work is based on local industry standards.

Textbook: *Inside Lightwave 10*, Dan Ablan, New Riders Publishing

Recommended: *Digital Modeling*, William Vaughan, Amazon Services LLC

Materials: LightWave 3D, Computer and Storage Device, Notebook

Grades: Students will be graded on several small-scale projects and a final project. Although all projects are to be done at home, regular attendance is required. Please do not come after projects are over and ask for instructions on how to do them. You must participate online. If you are ill or have special circumstances and cannot attend, recorded videos of the lectures/demonstrations will be available on YouTube.com.

All projects (including the final) must be turned in on their respective due dates to receive a grade for the semester. If less than the required number of projects are turned in, the missing projects will be issued a failing grade and averaged with the other projects for the final grade.

Grading:
Final Project = 40%
Small Projects = 30%
Participation = 20%
Attendance = 10%

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Attendance: Students not present during either of two roll calls will be marked absent. After 3 absences, you will be dropped from the class. Roll will be taken once at the beginning of class and again at the end of class.

Due to the nature of this class, it is imperative for all students to attend both class sessions each week. The tutorials you will work on during class are essential to doing top-quality creative projects. Since my lectures/demonstrations are your only opportunity to learn LightWave, it is even more important to attend regularly.
Even if you have a computer at home, you must attend class for all 6 hours per week or you will be dropped.

If you use a Microsoft Windows platform computer at home to work on projects be aware that conflicts and problems with your files may arise, and this is your responsibliity to solve these problems on your own. If you feel you might need extra time with the omputers, there is a class titled Art 189L that will allow you extra time to work on your projects, but you must enroll in this class separately to attend it, and space is limited.

SLOs: 80% or more of all students will be able to create a computer a prototype model ready to be rigged and animated.

Schedule: Dates and content are subject to change.

Week 1: Introduction, 3D System Overview, Quick Tour & Overview of LightWave

Week 2: Modeling Procedures, Working with Primitives
Class work: Create Table & Lamp

Week 3: Modeling Procedures & Working with Primitives (continued)
Class work: Table & Lamp (Due)

Week 4: Modification Tools & Tools to Add Geometry
Classwork: Reboot character (continued)

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Week 5:	Boolean Modeling Classwork: Reboot Character (Due)
Week 6:	Surface/Texture Maps Classwork: Toy Assignment
Week 7:	Surface/Texture Maps (cont.) Classwork: Toy Assignment
Week 8:	Basic Lighting & Rendering Classwork: Toy Assignment
Week 9:	Advanced Construction: Path Extrude, Lathe, Extrude, etc. Classwork: Toy Assignment
Week 10:	Advanced Construction (cont.) Classwork: Toy Assignment (Due)
Week 11:	Advanced Modeling Techniques / Organic Modeling Classwork: Final Project
Week 12:	Advanced Modeling Techniques (cont.) Classwork: Final Project
Week 13:	Advanced Modeling Techniques (cont.) Classwork: Final Project
Week 14:	Advanced Surfacing Techniques / UV Maps Classwork: Final Project
Week 15:	Advanced Surfacing Techniques (cont.) Classwork: Final Project
Week 16:	Advanced Lighting & Rendering Techniques Classwork: Final Project
Week 17:	Classwork: Final Project (Due)
Week 18:	Finals