Instructor: Barry Chow, Director of Video/Telecommunication Services
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Office Hours: By appointment.

Class Schedule: TBA

Lab Schedule: TBA

Location: E-122.

GCC Catalog Course Description: “This course will encompass fundamental concepts and actual practice of 3D animation. The topics of this course include modeling, motion, texture, lighting and Rendering. The goal of this course is to enable students to produce effective 3D animation.”
Two class hours, and Two lab hours.
Prerequisite: COM 211 or ART 210 or permission by instructor.

Students enrolled in this class will:

- Acquire knowledge in modeling by experimenting with different editing method.
- Identify functionality of the software chosen, and work with each function as assigned.
- Demonstrate proficient knowledge in scene composition by effective control of camera and lighting.
- Demonstrate each concept for each module by successfully completing each lab exercise.
- Attain insight regarding the various methods shown in class by completing all lab exercise.

Criteria for Grading: Class attendance, class participation, and successful completion of lab modules.

1. Class attendance. 14%
2. Class participation. 10%
3. 33 Lab modules. 66%
4. Projects (5) 10%
5. Bonus 5%

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**Suggested Texts:**

**Assignments:**
Other reading material as assigned.

There are 33 lab modules for the course to be completed as assigned.

**Instructional Strategies:**
Lecture, discussion, demonstration, lab exercise and reading assignments.

**Course Outline:**
1) Introduction to 3D Animation.
   - 3D graphics and Animation Fundamentals.
   - Touring the interface.

2) Modeling concepts.
   - Understanding modeling concepts.
   - Basic modeling method.
   - Basic editing method.
   - Exploring other modeling methods.

3) Scene composition fundamentals.
   - Understanding composition concepts.
   - Working with lights and camera.
   - Working with materials.
   - Exploring other material methods.
   - Exploring rendering techniques.

4) Animation Fundamentals.
   - Understanding animation concepts.
   - Exploring basic animation methods.
   - Exploring other animation methods.
   - Exploring animation rendering methods.
   - Exploring video post fundamentals.