INTRODUCTION

► Week 1 – Day 1
  ○ Lecture: Introduction to course – Instructor; Syllabus; Equipment; Supplies; Textbooks; and Modeling Principles
  ○ Assigned Readings:
    → Kerlow: Chapter 1 – Animation & Visual Effects in Context
      ▪ Sections 1.1-1.6 (pp1-48)
    → Kerlow: Chapter 3 – Modeling Concepts
      ▪ Sections 3.1-3.6 (pp91-114)

► Week 1 – Day 2
  ○ Lecture: Introduction to 3D space; 3D Coordinate Systems
  ○ ASSIGNMENT: #1-ORIENTATION TO 3D (TECHNICAL DRAWINGS)
  ○ In-class work: #1-Orientation to 3D
  ○ Lecture: Navigation & Selection
  ○ ASSIGNMENT: #2-NAVIGATION & SELECTION (COW)
  ○ In-class work: #2-Navigation & Selection
  ○ Assigned Readings:
    → Kerlow: Chapter 2 – Creative Development & the Digital Process
      ▪ Sections 2.1-2.8 (pp49-90)

► Week 2 – Day 3
  ○ Exercise Due: #1 & #2
  ○ Quiz #1 (covering Ex #1 & #2)
  ○ GRADE 1

BASIC MODELING

► Week 2 – Day 3 (continued)
  ○ Lecture: Design Principles & Pre-Production
  ○ ASSIGNMENT: #3-PRIMITIVES (ROBOT)
  ○ Assigned Thumbnails:
    → Primitives (ROBOT)
  ○ Assigned Readings:
    → Kerlow: Chapter 4 – Modeling Techniques
      ▪ Sections 4.1-4.7 (pp115-138)

► Week 2 – Day 4
  ○ Critique: #3A- Thumbnails for Primitives (ROBOT)
  ○ Lecture: Creating, Transforming, & Modifying Primitives
  ○ In-class work: #3-Primitives (ROBOT)

► Week 3 – Day 5
  ○ In-class work: #3-Primitives (ROBOT)
  ○ Assigned Readings:
    → Kerlow: Chapter 6 – Rendering Concepts
      ▪ Section 6.1-6.12 (pp167-201)

► Week 3 – Day 6
  ○ Exercise Due: #3
  ○ Critique: #3B-Primitives (ROBOT)
  ○ GRADE 2
Week 3 – Day 6 (continued)
- Lecture: 2D Shapes/ Text/ Extrude/ Bevel
- Assignment: #4-EXTRUDE & BEVEL A 2D SHAPE (LOGO)
- Assigned Thumbnails:
  → Extrude & Bevel a 2D Shape (LOGO)

Week 4 – Day 7
- Critique: #4A-Thumbnails for Extrude & Bevel a 2D Shape (LOGO)
- In-class work: #4-Extrude & Bevel a 2D Shape (LOGO)
- Assigned Readings:
  → Kerlow: Chapter 9 – Shading and Surface Characteristics
    • Section 9.1-9.9 (pp 250-292)

Week 4 – Day 8
- Exercises Due: #4
- Quiz #2 (covering Ex #3 & #4)
- Critique: #4B-Extrude & Bevel a 2D Shape (LOGO)
- Grade 3

BASIC SURFACING & LIGHTING

Week 5 – Day 9 (continued)
- Lecture: Basic Surfacing
- Assignment: #5-BASIC SURFACING (AMMO ROOM)
- In-class work: #5-Basic Surfacing (AMMO ROOM)

Week 5 – Day 10
- In-class work: #5-Basic Surfacing (AMMO ROOM)
- Assigned Readings:
  → Kerlow: Chapter 7 – The Camera
    • Section 7.1-7.6 (pp202-220)
  → Kerlow: Chapter 8 – Lighting
    • Section 8.1-8.6 (pp221-249)

Week 6 – Day 11
- Exercises Due: #5
- Lecture: Practical Light & Color; Basic Lighting Tools
- Assignment: #6-BASIC LIGHTING (AMMO ROOM)
- In-class work: #6-Basic Lighting (AMMO ROOM)

Week 6 – Day 12
- In-class work: #6-Basic Lighting (AMMO ROOM)

Week 7 – Day 13
- Exercises Due: #6
- Critique: #5-Surfacing & Lighting (AMMO ROOM)
- Quiz #3 (covering Ex #5 & #6)
- Midterm Review – covering Ex #1-6

Week 7 – Day 14
- EXAM – MIDTERM (COVERING EX#1-6)
- Grade 4
- Assigned Research:
  → Lathe (Drinking Vessel)
COMPOUND MODELING

► Week 8 – Day 15
  o Lecture: Sweeping 2D Shapes - Lathe
  o ASSIGNMENT: #7-LATHE (GOBLET)
  o In-class work: #7- Lathe (GOBLET)
  o Assigned Readings:
    ▶ Kerlow: Chapter 5 – Advanced Modeling Techniques
      ▪ Section 5.2 Subdivision Surfaces (p131)
  o Assigned Research:
    ▶ Loft & Sub D (CUTLASS)

► Week 8 – Day 16
  o Exercises Due: #7
  o Lecture: Sweeping 2D Shapes – Loft & Sub-D (CUTLASS)
  o ASSIGNMENT: #8-LOFT & SUB-D (CUTLASS)
  o In-class work: #8-Loft & Sub-D (CUTLASS)
  o Assigned Readings:
    ▶ Kerlow: Chapter 5 – Advanced Modeling Techniques
      ▪ Section 5.3 Logical Operators & Trimmed Surfaces (pp131-133)
  o Assigned Research:
    ▶ Boolean (CHEST)

► Week 9 – Day 17
  o Exercises Due: #8
  o Lecture: Boolean & Pro-Boolean (CHEST)
  o ASSIGNMENT: #9-BOOLEAN (CHEST)
  o In-class work: #9-Boolean (CHEST)

► Week 9 – Day 18
  o Exercises Due: #9
  o Quiz #4 (covering Ex #7, 8, 9)
  o Critique: #6- Compound Modeling (GOBLET, CUTLASS, CHEST)
  o GRADE 5

HARD SURFACE MODELING

► Week 10 – Day 19
  o Lecture: Hard Surface Modeling w/ Edit Poly (SPEEDER)
  o ASSIGNMENT: #10- Hard Surface Modeling (SPEEDER)
  o In-class work: #10- Hard Surface Modeling (SPEEDER)

► Week 10 – Day 20
  o In-class work: #10- Hard Surface Modeling (SPEEDER)

► Week 11 – Day 21
  o Exercises Due: #10
  o Lecture: Displacement Maps
    o ASSIGNMENT: #11- DISPLACEMENT MAPS (TERRAIN)
    o In-class work: #11- Displacement Maps (TERRAIN)

► Week 11 – Day 22
  o Exercises Due: #11
  o Quiz #5 (covering Ex #10, 11)
  o Critique: #7- SPEEDER & TERRAIN
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► Week 11 – Day 22 (continued)
  ○ GRADE 6
  ○ Assigned Research:
    → Team Environment (PROP)

TEAM PROJECT

► Week 12 – Day 21
  ○ Lecture: Teamwork & Pipeline (PROP)
    ○ ASSIGNMENT: #12 - TEAM ENVIRONMENT (PROP)
    ○ In-class work: #12 – Team Env: Modeling (PROP)
  ► Week 12 – Day 22
    ○ In-class work: #12 – Team Env: Surfacing (PROP)
  ► Week 13 – Day 23
    ○ Lecture: "Game Ready" Artwork (PROP)
      ○ In-class work: #12 – Team Env: Output (PROP)
  ► Week 13 – Day 24
    ○ Exercises Due: #12
    ○ Critique: #8 – TEAM ENV (PROP: POSTMORTEM)
    ○ Assigned Research:
      → Team Environment (FEATURE)
  ► Week 14 – Day 25
    ○ Lecture: Building an Environment – (FEATURE)
      ○ ASSIGNMENT: #13 - TEAM ENVIRONMENT (FEATURE)
      ○ In-class work: #13 – Team Env: Modeling (FEATURE)
  ► Week 14 – Day 26
    ○ In-class work: #13 – Team Env: Modeling (FEATURE)
  ► Week 15 – Day 29
    ○ In-class work: #13 – Team Env: Surfacing & Output (FEATURE)
  ► Week 15 – Day 30
    ○ Exercises Due: #13
    ○ Critique: #9 – Team Env (FEATURE: POSTMORTEM)
    ○ GRADE 7
  ► Week 16 – Day 31
    ○ Final Exam Review
  ► Week 16 – Day 32
    ○ EXAM - FINAL (COVERING EX#1-13)