



COURSE OUTLINE

Course: 3D Graphics & Animation (ICTM12)
Semester: Fall 2009
Teacher: H. Hall

Grade: 11/12
School Year: 2009/10

General Information

This course introduction the students to character animation and the tools to construct different types of characters.

Learning Outcomes

The purpose of this course is to provide knowledge and skills in 3 Dimension Graphics and Animation using computers. By the end of the course, the student will:

1. demonstrate the basic components of animation
- 2.demonstrate the ability to model basic Stylized Characters
- 3.demonstrate the ability to model basic Realistic body parts
4. demonstrate the ability animate characters in a realistic method

Areas of Study

1. Review of all 3D Studio Max Modeling techniques
2. Inverse Kinematics
3. Nurbs, Patch Modeling
4. Low Polygon Modeling advanced Mesh techniques
5. Shaders and Textures Advanced
6. Lighting
7. Bones Skinning and Envelopes
8. Patch Character
9. Walk Cycles, Lip Sync
- 10.Other topics as time allows

Expectations

Students will be expected to respect the rights of other students and teachers.

Students are responsible to catch-up on any notes, assignments and any other work missed during an absence.

If you have problems with any assignment or your equipment, DO NOT HESITATE to come and see me. I will always make time for someone who wants to learn.

Do not TAMPER with the computers or the printers. When unsure ASK!!

The use of Games or Chat Lines of any type is not allowed on the computers in the school.

Please do not bring any FOOD, DRINKS or CANDY to any computer workstation. A work Detention will be assigned for abuse of this rule.

