ART/CSC/FST 220: INTRO TO 3-D COMPUTER GRAPHICS
2:30–3:45 p.m. T R, BR 165

Dr. Eric Patterson
BR 114, Office Hours 10:00 a.m. – 12:00 p.m., TWR or by appointment
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Course Description: An introduction to the artistic and technical field of computer graphics and animation, focusing on basic 3-D modeling, shading, lighting, and rendering. Major concepts are introduced and applied in several “hands-on” projects leading up to a final project where overall course knowledge is applied. Students may choose a particular focus (ART, CSC, or FST) or some combination thereof for the final project.

Required Materials:
Access to a still camera, writeable CDs, drawing paper and pencils.

Useful:
Adobe Photoshop, Illustrator, and Premiere (or other editor such as Final Cut Pro) included on PCs in BR 202.
Maya Resource Library by Alias, housed in Randall Library Reserves:

The Art of Maya Learning Maya | Character Rigging and Animation Learning Maya | Dynamics Learning Maya | Rendering Learning Maya | Games and Interactive Maya Cloth Courseware MEL Fundamentals Courseware Maya Techniques | Patch Modeling for Visual Effects Maya Techniques | Rendering 2D Effects in a 3D Environment
Maya Techniques | Integrating a Creature Animation Rig Within a Production Pipeline Maya Techniques | Particles for Visual Effects Maya Techniques | Understanding Maya Shading Networks Maya Techniques | Exploring Advanced Shading Networks Maya Techniques | MELBot Wars: Virtual Fighting Robots Maya Techniques | Polygon Texturing, Lighting and Shading Maya Techniques | RigidBody Simulations for Visual Effects Maya Seminars | Optimizing a Production Pipeline: Maya at Meteor Studios Maya Techniques | Inside the Maya Architecture

Grade:
Course will be largely project oriented:
Project 1: Modeling project. 10%
Project 2: Shading, lighting, and rendering project. 15%
Project 3: Animation project. 15%
Project 4: Final project chosen with instructor approval. 20%
Smaller homework projects (focused on improving basic skills). 15%
Short quizzes based on readings and class material. 20%
Class participation, discussion, and presentations. 5%

Etcetera:
General computer literacy is required for this course. Also desirable are artistic and cinematic interests and talent.

Begin thinking about the final project early; you may choose to work individually or in pairs (if your project so justifies). The project goal will be fairly open-ended, requiring instructor approval, choosing a project that focuses on a more traditional art, computer science, or film goal or on a broad combination of these. Some examples may be a series of high-quality renderings (either realistic or abstract) for print, an installation piece involving graphics or animation, scripting or code for modeling or animation, a title animation, or renderings of cinematic camera movements in a detailed set modeling. Be creative!

3-D graphics work can be very time-consuming. Plan carefully to complete projects in a timely manner. Late work will be reduced in grade. There are no make-up quizzes. Please contact me in advance, if possible, if you must miss any graded work. Attendance is not required but strongly recommended. You are responsible for keeping current with course material and assignments. Class announcements supersede posted material. Academic honesty in all your work is required for a passing grade.

(This syllabus may be subject to change with reasonable notice.)