

Professor Aaron Oldenburg
Class: Thurs 2-4:30, AC 219
Office Hours:
Tues 1-4pm (AC 114A)
Office phone ext: 5181
Email: aoldenburg@ubalt.edu

3-D MODELING (COSC 260)

OVERVIEW OF THE COURSE

This course will focus on the creation of 3D models and animation optimized for potential use in a game engine. It will cover the basics of 3D modeling as used in the industry-standard software 3ds Max. The student will develop the ability to appreciate and critique the process of 3D asset creation and begin to build a portfolio of work that best reflects their career interests.

CATALOG DESCRIPTION OF COURSE

Introduces students to modeling, texturing, lighting, rendering and simple animation using the industry-standard tool. Provides a foundation for further work with sophisticated 3D imaging tools. Note: additional lab time outside of class may be required to complete course projects. Laboratory fee required.

OBJECTIVES

By the end of the course, students will be able to

- Discuss the importance and specific constraints of 3D modeling and animation for use within any game engine,
- Use software tools and best-practice techniques to creatively produce 3D models and animation,
- Familiarize themselves with the artistic processes of other 3D graphics developers and be aware of best-practice in commercial production as well as the frontiers of experimental 3D art,
- Have an opinion about the relative success of 3D modeling and animation created by others and by themselves,
- Familiarize themselves and participate in the online learning community of developers, discussing and practicing new techniques through forums and tutorials.

METHODS

The primary objectives of this course will be met through direct, hands-on experience and class critique. Students will work individually and in groups and will be challenged to actively participate in discussions. Lecture materials will cover examples of 3D modeling and animation in fine art and commercial practice.

SOFTWARE

3ds Max 2009 is what we will use in class, although if you have version 9 or 2008 on your laptop and bring it to class, that would be fine. Be aware that if you work on a project on a school computer you won't be able to open it on an older version at home. You can now purchase a one-year license from an education store for about \$100. I highly recommend this, as open lab hours are limited. *I expect that you spend at least 8 hours a week outside of class either doing assignments or practicing your skills.*

REQUIRED TEXTBOOK

3ds Max 9 Essentials by Autodesk. Yes, it is two versions behind, but it still works and is the best one out there.

GRADES AND REQUIREMENTS

10% Presentation

10% Class Activities

10% Assignment 1: Introduction to 3ds Max: Editing and Rendering a Scene

15% Assignment 2: Sculpture Garden: Abstract Scene with Simple Objects

30% Assignment 3: Sea Worlds: Realistic Block Modeling & Texturing (2-part assignment)

10% Assignment 4: Forward Kinematics: Hierarchies for Animation

15% Portfolio Project

A	Excellent execution of all aspects of projects. The assignments' conceptual objectives have been mastered and executed with excellent craft. The innovation and originality of projects generally set them apart and the student has had outstanding participation and attendance.
B	Above-average execution and conceptual creativity with very good craft. The projects' conceptual objectives have generally been mastered and the student has contributed well through class participation.
C	Execution of projects is average and shows adequate understanding of concepts. Class participation is average.
D	Below expectations of the assignments, poor grasp of conceptual objectives and little participation in critiques.
F	Unsatisfactory work and failure to grasp concepts. Poor participation and/or attendance.

ACADEMIC CALENDAR

Classes Begin.....January 26

Spring Break.....March 16-22

Exam Date.....May 14, 2:30pm

ATTENDANCE POLICY

Students are expected to attend every class. Excessive absences will affect your grade. Please let me know in advance if a family or work obligation will cause you to miss class so we can make arrangements for work that is due. *It is your obligation to check the class website and blog to make up for anything you might have missed.* Please check the site toward the end of the week in case any information is late in posting. You must complete any tutorials provided by next class so you are prepared to move ahead in the material.

CLASS WEBSITE: **iat.ubalt.edu/courses/cosc260.001_sp09/**

LATE WORK

Assignments are expected by the beginning of the class they are due. Projects depend on computers working properly. Therefore you should plan to finish early and save often to avoid late grades due to last-minute computer crashes. Work finished during the middle of the class it is due will be considered late. Assignments are accepted only one week late and grades drop one letter grade for each week they are late. If you still have unfinished work a week after the due date, please turn in what you have. Although I do not allow resubmissions, some credit is better than none.

ADMINISTRATIVE WITHDRAWAL AND INCOMPLETES

It is your responsibility to apply for administrative withdrawal or incomplete. I can't initiate an incomplete request on my own. If you stop showing up for class you will be graded accordingly.

PLAGIARISM AND ACADEMIC INTEGRITY

By enrolling in this course, each student assumes the responsibilities of an active participant in UB's scholarly community in which everyone's academic work and behavior are held to the highest standards of honesty. Cheating, fabrication, plagiarism, and helping others to commit these acts are all forms of academic dishonesty, and they are wrong. Academic misconduct could result in disciplinary action that may include, but is not limited to, suspension or dismissal.