

Instructor Aaron Oldenburg  
MW 11-12:15, Room 2215  
Office Hour: Weds 2:30-3:30 (rm 3147)  
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## 3-D MODELING (COSC 410)

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### OVERVIEW OF THE COURSE

As a result of the course, the student will be able to use the commercial software 3ds Max 9 to create and animate simple and complex objects for use in time-based and interactive work. The student will also develop a critical eye toward 3D animation as an art form and begin to create an original portfolio of work.

### CATALOG DESCRIPTION OF COURSE

Improves an existing understanding of 3-D modeling, texturing and animation for interactive simulation applications, including scenic and character design for computer games. Practical assignments allow students to advance skills in industry-standard programs (e.g., 3D Studio and Maya). Readings, critical examples and visits from industry experts provide broader contexts for skills. Laboratory fee required.

### OBJECTIVES

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

- Realistically model objects, animate them, and render them to a movie file,
- Transfer basic concepts of 3D modeling, such as materials and modifiers, to any other 3D software they use in the future, and animation concepts such as keyframes and inverse kinematics to any animation software they use.
- Apply what they learn to a game design environment and create 3D models that work within the limitations of game engines,
- Experiment with the software and develop an original animation style.

### METHODS

The primary objectives of this course will be met through direct, hands-on experience.

The class will critique each of the projects in order to refine and grow a student's understanding of interaction design and theory. Students will work individually and will be challenged to actively participate in discussions and critiques. Lecture materials will cover examples throughout visual culture, utilizing digital images, websites and video.

### SOFTWARE

Software for this class is 3D Studio Max, Version 9. You are not required to purchase 3D Studio Max. If you decide not to do so, room 2215 has limited

lab hours. We cannot guarantee lab hours will conform to your work schedule. Therefore, you should purchase a Max license if you can. A one-year academic license for 3ds Max 9 is available from Journey Education Marketers for \$194.98. If you have an Intel Mac, it does run in Windows under Parallels, though it can be buggy.

#### REQUIRED TEXTBOOK

3ds Max 9 Essentials by Autodesk

#### GRADES AND REQUIREMENTS

Assignments are expected to be turned in on time or early. Your computer failing does not extend the due date of the project. Make sure that you plan projects accordingly and you finish them before schedule. Projects will be dropped one letter grade for each day late. Project grades will be based on meeting criteria for the project, attention to detail, control of software, creativity, neatness, and resourcefulness.

10% Presentation

15% Assignment 1: Basic Rendering and Posting

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

15% Assignment 3: Boats and Fish: Block Modeling

15% Assignment 4: Texturing

15% Assignment 5: Complex Structures

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 28  
Spring Break.....March 16-23  
End of Semester.....May 18

## ATTENDANCE POLICY

Students are expected to attend every class. If you miss a class because of work or family obligations, an informal explanation will usually do. Try not to miss a class at which you are expected to deliver a presentation or report. Don't skip class if you're late with an assignment. Excessive or unreasonable absences will affect your grade.

## LATE WORK OR MISSED INFORMATION

You are responsible for announcements, changes in the syllabus, and assignments that may be given out in class. In the future these will be posted to [iat.ubalt.edu/courses/cosc410.sg1\\_sp08/](http://iat.ubalt.edu/courses/cosc410.sg1_sp08/). Please observe closely any policies about deadlines announced in specific classes. Do not email me asking me to call and catch you up on a missed class or fax course materials. If you are struggling in this class, though, don't hesitate to ask for extra help.

## ADMINISTRATIVE WITHDRAWAL AND INCOMPLETES

I will not issue an Administrative Withdrawal if you stop attending. It is your responsibility to withdraw from the course if you cannot complete 75 percent of the work (or complete 50 percent and file for an Incomplete). Students who do not withdraw fail the course. I will sign petitions for an Incomplete grade if you have satisfactorily completed at least 50 percent of the assigned work.

## 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.

## ACADEMIC SUPPORT SERVICES

The Center for Academic Success (CAS) offers onsite academic assistance for students attending classes at the Shady Grove Center.

Here's what CAS can do for you:

- Run your paper by a professional writing consultant (in person or over the phone)
- Find an individual tutor for a course you could use a boost in
- Take advantage of weekly reviews, called Guided Study Sessions (GSS), in business, social work, psychology, nursing and other areas led by peer tutors who aced the class last year and who knows the ropes
- Offer workshops in speed reading, memory strategies or textbook reading strategies that could save you hours of time and reduce your stress level
- Have a session with your personal academic trainer to see how you can do more work with less time
- Help you tackle and conquer writing snags with grammar assistance handouts, online exercises (with answers) and software programs on our computers

Contact: Dr. Marsha Youngblood

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