STUDENT REQUIREMENTS
A. To have a complete understanding of all assignments, class attendance is required. ATTENDANCE IS IMPORTANT.
   1. During the semester ONE absence will be permitted, after which further absences will reduce a student's final grade.
   (Two absences will result in the loss of one letter grade. Three absences will be considered cause for withdrawing/failing the student from the course.)
   2. TWO late arrivals will equal ONE absence.
B. All assigned projects will be discussed by the professor on the assigned date only. If you miss this discussion, it is your responsibility to ask a fellow classmate for the assignment.
C. All assigned projects must be completed and handed in on its due date for full credit. The grade will be deducted 5 points for every class day the assignment is after its due date.
D. NO COURSE INCOMPLETES will be given. All grades are averaged and weighed by the grading criteria. Even if “A” work has been done for the semester, an “A” for a final grade will not be given if a project/paper is missing from the grading criteria. Each project will have its own grading evaluation. It will be discussed at the assigning of each project.
E. The textbooks must be purchased. All assigned readings will have quizzes to test your knowledge.
F. You must come to class prepared to participate in all class critiques and classroom assignments/studio time. You are expected to have the necessary tools and supplies to fully participate in all classroom exercises and show strong work habits.
G. Respect for the property and others in the classroom.
H. Retain all work completed through the semester for an end-of-the-semester portfolio review.

GRADING SCALE:
A Exceptional; means objectives of the assignment are fully understood as applied to the particular assignment and an intriguing balance exists between clear communication of the message and creativity. The assignment is executed with impeccable craftsmanship, accuracy, and neatness. The assignment exists as part of the complete design development. A quality piece of work.
B High; objectives are met and design principles are primarily well understood. May be lacking in overall design quality, craftsmanship, clarity, or design development. Good overall effort.
C Average; the minimum requirements of the assignment have been met but not exceeded. Extra effort and insight into development of the basic assignment are necessary to produce higher quality work.
D Below average; there exist problems in completely understanding the concept or objectives of an assignment. Incompleteness in several areas of craftsmanship, design, creativity, clarity, or development are also apparent.
F Unacceptable; do assignment over. See instructor immediately for further clarification.
COURSE OBJECTIVES
The practical exercises assigned will mould the learner to:

1. Demonstrate skills in computer software techniques
2. Distinguish how 3D artists break out of their 2D existence, work and think in another dimension
3. Demonstrate ability to gather and utilize information from a variety of sources in a variety of modes
4. Define the sequential steps involved in problem definition, information gathering, idea finding, solution finding and implementation
5. Use the vocabulary of terms necessary to identify, define, describe, compare and contrast the basic design components
6. Demonstrate the esthetic use of line, plane, mass and space on the three-dimensional field
7. Distinguish the use of manipulating direction, balance, axis, orientation, and relationship of the form
8. Illustrate the quality of modeling with lighting, material and color to bring realism and imagination to the surfaces of a 3D object
9. Present several rendering techniques of basic components for a creative solution
10. Observe and analyze the basic methods of amplifying optical effect and unifying the composition
11. Explore and use critical analysis to display the proper view of the crafted 3D object
12. Investigate the construction of multiple objects to create a single scene and a family of objects

ASSIGNED PROJECTS

Readings in the required book and handouts will be tested through these projects. Projects are subject to change as the semester progresses.

This schedule is a tentative structure of lectures and assignments. The schedule is subject to change due to varied class meeting times, overall class progress, technical difficulties and unforeseen circumstances. Specifications for assignment and projects will be given during class meetings.

Week 1: Overview of the 3D environment
Read Introduction

Week 2: The Maya Workspace
Begin Project One Lessons 1 & 2

Week 3: Particles and Rendering
Project One Lessons 3 & 4

Week 4: Hierarchies and Dependencies
Project One Lessons 5 & 6

Week 5: Organic Form
Project Two Lessons 7 & 8

Week 6: Animation
Project Two Lessons 9, 10 & 11

Week 7: Polygonal and Nurbs Modeling
Project Three Lessons 12 & 13

Week 8: Visual Effects
Project Three Lessons 14 & 15

Week 9: Character Control
Project Four Lessons 16 & 17

Weeks 10: Non-Linear Animation
Project Four Lessons 18 & 19

Weeks 11-14: Final Project

Week 15: Semester Presentations