COURSE SYLLABUS

Course Title:	3D Computer Modeling	**Date submitted:**	May 2019 (AAC: 19-25)
Department:	Art/Media		
Curriculum:	Fine Arts		

Course Descriptors:
Make certain that the course descriptors are consistent with college and Board of Trustees policies, and the current course numbering system.

Course Code: (eg. ACC 101)	GRA*275	**Prerequisites:**
Course Type:	Z	
A: Clinical B: Lab D: Distance Learning I: Individual/Independent L: Lecture N: M: Seminar Internship P: Practicum U: Studio X: Combined Lecture/Lab Y: Combined Lecture/Clinical/Lab Z: Combined Lecture/Studio		None
Elective Type:	FA/G/LAS	
AH: Art History E: English FA: Fine Arts FL: Foreign Language G: General HI: History HU: Humanities LAS: Liberal Arts & Sciences M: Math S: Science SS: Social Science		
Credit Hours:	3	**Corequisites:**
Developmental: (yes/no)	No	
Contact Hours: Lecture:	2	
Clinical:	0	
Lab:	0	None
Studio	2	
Other:	0	
TOTAL:	4	**Other Requirements:**
Class Maximum:	20	
Semesters Offered:	F/S	None

Catalog Course Description:	An electronic approach to the creation of visual information on the computer, featuring three dimensional image construction, environment building, complex object creation, and surfacing of forms. The integration of lighting effects, image mapping, atmospheric conditions, controlling object placement in a three dimensional context, bump mapping, and beginning animation techniques are examined.
Topical Outline: List course content in outline format.	1. Understanding the program interface 2. Three-dimensional modeling techniques, lighting, and object surface control 3. Complex object creation 4. Integration of lighting choices, image mapping, bump mapping, layers, and object size control 5. Complex rendering, animation 6. Photographic integration 7. Output devices/saving files/rendering/ file setup
Outcomes: Describe measurable skills or knowledge that students should be able	**Upon successful completion of this course, the student will be able to do the following:** **COURSE:** 1. become familiar with three dimensional computer illustration

to demonstrate as evidence that they have mastered the course content.	2. enhance skills on the computer with professional level software programs 3. learn the flexibility of computer alterations of images 4. develop advanced technical computer skills 5. design complex projects and implement such through electronic imaging 6. understand layering systems in fine art computer programs 7. learn three dimensional modeling techniques
	PROGRAM: *(Numbering reflects Program Outcomes as they appear in the college catalog)* **Visual Fine Arts Associate Degree:** 3. exhibit the importance of craft and professionalism in creating visual works of art 4. demonstrate the ability to work out visual problems as they occur in specific projects to achieve competent design resolutions 5. control spatial illusions and learn how to manipulate materials to create spatial illusions on a two-dimensional surface; understand form and shape relationships 9. demonstrate creative solutions to aesthetic problems via a professional portfolio presentation 10. exhibit a sense of aesthetics and sensitivity toward diverse areas of visual art 12. use critical thinking and philosophical skills as they apply to the artistic process
	GENERAL EDUCATION: *(Numbering reflects General Education Outcomes as they appear in the college catalog)* 1. **Aesthetic Dimensions -** Students will understand the diverse nature, meanings, and functions of creative endeavors through the study and practice of literature, music, the theatrical and visual arts, and related forms of expression. 　　**Demonstrates**: Identifies and describes formal aspects, historical or cultural context, and aesthetic elements of the genre with clarity and appropriate vocabulary. 　　**Does Not Demonstrate:** Unable to clearly identify and describe the formal aspects, historical context, and aesthetic elements of the genre.
Evaluation: List how the above outcomes will be assessed.	**Assessment will be based on the following criteria:** 1.Completion of all assignments, quizzes, and written assignments 2.Completion of final portfolio of finished artwork
Instructional Resources: List library (e.g. books, journals, on-line resources), technological (e.g. Smartboard, software), and other resources (e.g. equipment, supplies, facilities) required and desired to teach this course.	**Required:** None **Desired:** None
Textbook(s)	Refer to current academic year printout.