# COURSE SYLLABUS

<table>
<thead>
<tr>
<th>Course Title:</th>
<th>3D Computer Modeling</th>
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<tbody>
<tr>
<td>Department:</td>
<td>Art/Media</td>
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<tr>
<td>Curriculum:</td>
<td>Fine Arts</td>
</tr>
<tr>
<td>Date submitted:</td>
<td>May 2019 (AAC: 19-25)</td>
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</tbody>
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## 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:
GRA*275

### Course Type:
Z

### Elective Type:
FA/G/LAS

### Credit Hours:
3

### Developmental:
No

### Lecture:
2

### Clinical:
0

### Lab:
0

### Studio:
2

### Other:
0

### TOTAL:
4

### Class Maximum:
20

### Semesters Offered:
F/S

## Prerequisites:
None

## Corequisites:
None

## Other Requirements:
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 to do upon successful completion.

### Upon successful completion of this course, the student will be able to do the following:

#### COURSE:
1. become familiar with three dimensional computer illustration
<table>
<thead>
<tr>
<th>Evaluation:</th>
<th>Assessment will be based on the following criteria:</th>
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<tbody>
<tr>
<td></td>
<td>1. Completion of all assignments, quizzes, and written assignments</td>
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<td></td>
<td>2. Completion of final portfolio of finished artwork</td>
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<tr>
<th>Instructional Resources:</th>
<th>Required: None</th>
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<tbody>
<tr>
<td>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.</td>
<td>Desired: None</td>
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| Textbook(s) | Refer to current academic year printout. |

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.