

COURSE SYLLABUS FORMAT
Southeast Missouri State University

Department of Art **Course No.** AR376

Title of Course: 3D Digital Animation

Revision _____ **New** X _____

I. CATALOG DESCRIPTION:

An introductory course to the study of 3D animation on the Macintosh computer. Emphasis will be on the more advanced use of 3D modeling, scanning and images manipulation in creative animated sequences. 3 credit hours. May be repeated for a total of 6 credit hours.

II. PREREQUISITE(S):

Completion of BFA core courses (or approval of instructor), AR 375 (3D Digital Imaging)

III. PURPOSE OR OBJECTIVES OF COURSE:

To provide the opportunity for students to experience creative 3D digital animation not found in other courses offered in the art department curriculum. The concept of producing 3D animation will pivot around specific creative projects that will allow freedom for discovery and experimentation of the software. It will build upon previous experience and learning of 3D imaging and modeling in the prerequisite course, AR375 3D Imaging. Projects will increase in complexity, allowing students to use concepts and skills presented earlier in the semester.

IV. EXPECTATIONS OF STUDENTS

The student should expect to gain a basic working knowledge of 3D animation, and use the learning experience as a beginning point for further development in digital animation. The student will experience teamwork on at least one project. The student will use the following industry standard computer programs on Macintosh computers: Newtek LightWave 3D, Adobe PhotoShop, and scanning software. A final animated sequence project will culminate the semester-long study.

V. COURSE CONTENT AND OUTLINE:

A. 3D Modeling recap	1 week (6 hours)
B. Storyboarding	1 week (6 hours)
C. Sound input	1 week (6 hours)
D. Output to video	1 week (6 hours)
E. Animation projects:	
1. Animated person	2 weeks (12 hours)
2. Flying object	2 weeks (18 hours)
3. Self propulsion	3 weeks (18 hours)
F. Multiple settings animated project	5 weeks (30 hours)

VI. TEXTBOOK

LightWave 3D Character Animation F/X and Design with CD ROM
by Doug Kelly, ISBN 1576103803. Coriolis Group, October 1999

VII. BASIS OF STUDENT EVALUATIONS:

Letter grades will be assigned to completed assignments according to given criteria. Class participation is mandatory.