Bemidji State University

TADD 3440: 3D Design Software

A. COURSE DESCRIPTION

Credits: 4

Lecture Hours/Week: *.*

Lab Hours/Week: *.*

OJT Hours/Week: *.*

Prerequisites: None

Corequisites: None

MnTC Goals: None

A comprehensive study of 3D computer modeling and rendering as it relates to spatial definition and form in exhibition design.

B. COURSE EFFECTIVE DATES: 08/22/2016 - Present

C. OUTLINE OF MAJOR CONTENT AREAS

1. Orthographic Drawing, 3D Software training, Model Creation, Material Creation, Rendering Techniques, Spacial Design

D. LEARNING OUTCOMES (General)

1. ¿ Students will gain an understanding of 3-dimensional computer modeling processes to define space and create forms.
   ¿ Students will conceptualize exhibition design ideas and learn the techniques to create the ideas/concepts in all dimensions through the use of technology.
   ¿ Students will design appropriate traffic flow consideration into an environment.
   ¿ Students will apply anthropometric and ergonomic data to 3D design of space for humans.
   ¿ Students will apply appropriate exhibit materials to design solutions.
   ¿ Students will be able to balance the concepts of form and function as it relat

E. Minnesota Transfer Curriculum Goal Area(s) and Competencies

None

F. LEARNER OUTCOMES ASSESSMENT

As noted on course syllabus

G. SPECIAL INFORMATION

None noted