A. COURSE DESCRIPTION

Credits: 2
Lecture Hours/Week: 0
Lab Hours/Week: 0
OJT Hours/Week: *.*
Prerequisites: None
Corequisites: None
MnTC Goals: None

This course is an introductory software-based course focusing on the 3ds Max design workflow as it relates to basic modeling, necessary materials, and essential lighting techniques. Students will learn how to use this software related to architectural exhibits and spaces, as well as model making, graphic design, and motion graphics. This course is just the beginning of learning dozens of features and techniques that students will someday master, from sculpting and texturing to lighting and rendering.

B. COURSE EFFECTIVE DATES: 08/20/2022 - Present

C. OUTLINE OF MAJOR CONTENT AREAS

1. History of 3D Modeling
2. Basic Modeling
3. Basic Materials
4. Basic Lighting
5. Customizing the interface
6. Duplicating and collecting objects
7. Modeling with splines
8. Parametric modeling with modifiers
9. Polygon and subdivision surface modeling
10. Freeform modeling
11. Framing shots with cameras
12. Lighting with daylight
13. Building materials
14. Mapping textures
15. Linking objects in hierarchies

D. LEARNING OUTCOMES (General)

1. develop an understanding of the 3D design workflow.
2. develop an understanding of basic 3D modeling, materials and lighting.
3. create 3D models based on real-world objects.

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

None
F. LEARNER OUTCOMES ASSESSMENT
   As noted on course syllabus

G. SPECIAL INFORMATION
   None noted