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 a level three software-based course focusing on the 3ds Max design workflow as it relates to advanced output options. Course also serves as an introduction to 3D game engines, augmented and virtual reality. Prerequisite(s): TADD 3552.

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

C. OUTLINE OF MAJOR CONTENT AREAS

1. Physical lighting and gamma correction
2. High dynamic range and exposure control
3. Global illumination
4. Exterior daylight
5. Image-based lighting
6. Advanced environment options
7. Geometric backdrops and material emission
8. Interior daylight
9. Importing photometric data
10. Studio lighting
11. Spotlight image projection
12. Atmospheric effects
13. 3D Game Engines
14. Virtual Reality Output

D. LEARNING OUTCOMES (General)

1. apply advanced model outputs.
2. develop an understanding of 3D game engines, augmented and virtual reality.
3. apply advanced modeling techniques.
4. utilize advanced lighting.

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

None

F. LEARNER OUTCOMES ASSESSMENT

As noted on course syllabus
G. SPECIAL INFORMATION

None noted