Bemidji State University

TADD 3553: Tech Toolbox III: 3ds Max

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