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 two software-based course focusing on the 3ds Max design workflow as it relates to advanced materials, lighting and modeling techniques. Prerequisite(s): TADD 3551.

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

C. OUTLINE OF MAJOR CONTENT AREAS

1. Streamlining material editor workflow
2. Managing assets
3. Referencing materials
4. Rendering techniques of materials
5. Controlling highlights with Roughness
6. Directing reflections and refractions
7. Simulating translucency and scattering
8. Building a shading network
9. Combining and color-correcting maps
10. Baking maps with Render to Texture
11. Procedural mapping
12. Using relief maps: bump, normal, and displacement

D. LEARNING OUTCOMES (General)

1. apply advanced modeling techniques.
2. apply advanced materials.

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

None

F. LEARNER OUTCOMES ASSESSMENT

As noted on course syllabus

G. SPECIAL INFORMATION

None noted