

**JOLIET JUNIOR COLLEGE
DEPARTMENT OF COMPUTER INFORMATION
AND OFFICE SYSTEMS**

COURSE SYLLABUS

Course Prefix and Number	GAME 202
Course Title	Game Visual Graphics
Curriculum	Computer Information & Office Systems
Lecture	4*
Lab	0
Credit Hours	4*
Prerequisites	GAME 200, or consent of department.

Catalog Description

This course introduces students the basics of 3D graphics. Students will learn the visual effects of rendering, texturing, lighting, 3D polygonal modeling, NURBS modeling and animation. Students will create a comprehensive class project incorporating the techniques taught throughout the semester.

Course Objectives: See attached.

Prepared by:

Reviewed by:

H. Low
Dept. of CIOS
6/05

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Department Chairperson Date

Revised 1/07

*Effective 1/2/08

STUDENT MATERIALS

A. Textbook:

Title: Learning Autodesk Maya 8 Foundation & DVD

Author: Autodesk

Publisher: Wiley

B. Other Required Materials None

Student Evaluation (Type of Grading)

A. PROJECTS

Students will be expected to develop several graphics projects.

B. PAPERS (no. of pages, expository writing done outside of class required and graded in addition to essay examinations):

None.

C. EXAMS AND WHAT TYPE:

Quizzes and Exams

JOLIET JUNIOR COLLEGE COURSE SYLLABUS

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Course Prefix and Number: GAME 202 Title: Game Visual Graphics

Week	Unit, Topic, Class Activity (Indicate approximate time allotment for each topic/unit)	Comments
1	Understanding Primitives and Details	
2	Adding Shaders and Textures	
3	Animation Basics & Understanding Dependency graphs	
4	Polygonal modeling and texturing	
5	Skeleton and Skinning polygons	
6	Blending of shapes and Inverse kinematics	
7	Polygonal Rigging and More on Animation	
8	Midterm exam/Paint Effects	
9	NURBS modeling	
10	NURBS texturing	
11	NURBS Rigging and animation	
12	Lighting and effects	
13	Joining animation trax	
14	Rendering and SubD modeling	
15	Deformers and Motion Paths	
16	Final Exam	

OBJECTIVES

1. The student will learn the visual analysis of rendering algorithm.
2. The student will explore the lighting models.
3. The student will understand the surface properties and procedural modeling and texturing.
4. The student will create an animation.
5. The student will create polygonal and NURBS 3D modeling..