GAME 202
3D Modeling
Proposed Start: Spring 2006

Instructor's Name:

Office Location:

Office Hours:

Office Phone:

E-mail:

Course Description:
This course introduces students to 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.

Illinois Articulation Initiative (IAI) number

Credit and Contact Hours:

4 Lecture/Demonstration
3 Lab/Studio
4 Credit Hours

Prerequisite: GAME 200 or OFS 120 or Consent of department

Books, Supplies, and Supplementary Materials:

- Textbooks/Reading list
  Required
  1. Autodesk (0 ). Learning Autodesk Maya 8 Foundation w/DVD. Wiley.
     Optional - None

- Manuals/Study Guides
  Required - None
  Optional - None

- Periodicals
Required - None
Optional - None

- Software
  Required - None
  Optional - None

- Supplementary materials
  - None

Methods of Instruction:
- Lecture

Other Methods

Student Learning Outcomes:

Course Content Outcomes
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.

General Education Student learning outcomes:
None

Graded assignments and policies:
Graded Assignments
- None

Grading policy
- None

Major Tests and Quizzes
- None

Classroom Policies and Procedures

A. General Information

B. Attendance Policy
C. Make-up Policy

D. Extra-credit Policy

E. Final Exam Information

F. Academic Honor Code
   The objective of the academic honor code is to sustain a learning-centered environment in which all students are expected to demonstrate integrity, honor, and responsibility, and recognize the importance of being accountable for one's academic behavior.

G. College Statement about grades of 'F' and withdrawal from class
   - Students may withdraw from a course by processing an add/drop form during regular office hours through the Registration and Records Office at Main Campus or Romeoville Campus, or by phone at 815-744-2200. Please note the withdrawal dates listed on your bill or student schedule. Every course has its own withdrawal date. Failure to withdraw properly may result in a failing grade of 'F' in the course.
   - At any time prior to the deadline dates established, an instructor may withdraw a student from class because of poor attendance, poor academic performance or inappropriate academic behavior, such as, but not limited to, cheating or plagiarism.

H. Intellectual Property
   Students own and hold the copyright to the original work they produce in class. It is a widely accepted practice to use student work as part of the college's internal self-evaluation, assessment procedures, or other efforts to improve teaching and learning and in promoting programs and recruiting new students. If you do not wish your work to be used in this manner, please inform the instructor.

I. Student Code of Conduct
   Each student is responsible for reading and adhering to the Student Code of Conduct as stated in the college catalog.

J. Sexual Harassment
   Joliet Junior College seeks to foster a community environment in which all members respect and trust each other. In a community in which persons respect and trust each other, there is no place for sexual harassment. JJC has a strong policy prohibiting the sexual harassment of one member of the college community by another. See Catalog or Student Handbook.

K. Student Support [Link]
   a. Disability Services: [Link]
   b. Tutoring: [Link]
   c. Counseling and Advising: [Link]
L. **Safety**

M. **College Documentation Styles**

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<td>Animation Basics &amp; Understanding Dependency graphs</td>
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**Effective Date:**
01-Jan-2006