

Global Learning Semesters

Course Syllabus

Course: COMP-361 3D Modeling + Animation

Department: Multimedia

Host Institution: University of Nicosia, Nicosia, Cyprus



Course Summary		
Course Code	Course Title	Recommended Credit Hours
COMP-361	3D Modeling + Animation	3
Semester Offered	Contact Hours	Prerequisites
Fall, Spring	13-weeks (3 hours/week).	COMP360
Department	Level of Course	Language of Instruction
Multimedia	Upper Division	English

Course Description

Introduction to basic tools of the software where the tools become the practice and the practice becomes the motive to perform high levels of visualization.

- Software Tools
- Using View ports
- Spline Drawing
- Camera positioning + motion
- Setting Lights within a scene
- Object Deformation using multiple modifiers
- Shading Objects
- Rendering Methods
- Animation Implementation

Instructor

Stella Panayiotou

Course Aims and Objectives

The field of computer animation represents a collision of both the arts and sciences. Practitioners in this exciting field need a good enough understanding of the technical process involved in the 3D software to be used together with a unique originality in creativeness. This unique course offers a programme of study which recognises these requirements and synthesizes aesthetic practice with the necessary technical disciplines enabling students to commence the growth of well-rounded professionals in the field of virtual reality.

The aim of this course is to provide students with an overall idea of what 3D actually means, where it is used and on what level it ranks through its position in the world of virtual art we live in today. The students will be provided with a healthy foundation ground level using the software provided by the college and through that commence the 'built-up' of higher creative input through set projects implemented as the course gradually progresses.

Teaching Methods

The course is delivered through a mixture of lectures, lab presentations, lab tutorials and practical exercises and assignments.

Course Teaching Hours

The course is delivered during the fall and Spring semesters in 13-weeks (3 hours/week).

Evaluation and Grading

Participation + Punctuality:	5%
Workshop:	10%
Project 1:	10%
Project 2 (Mid Term):	20%
Project3 (Final Exam):	55%

Readings and Resources

Required Textbook

3ds max 5 Bible by Kelly L. Murdock