

Global Learning Semesters

Course Syllabus

Course: DES-361 3D Modeling & Animation

Department: Design

Host Institution: University of Nicosia, Nicosia, Cyprus



Course Summary		
Course Code	Course Title	Recommended Credit Hours
DES-361	3D Modeling & Animation	3
Semester Offered	Contact Hours	Prerequisites
Fall, Spring	42	None
Department	Level of Course	Language of Instruction
Design	Upper Division	English

Course Description

- Introduction to the 3D software
- Modeling (primitive objects, free form objects and text objects)
- Arranging and deforming objects
- Shading (textures and 3D paint tools)
- Setting lights and cameras
- Rendering
- Animating (time line)

Course Aims and Objectives

The aim of this course is to introduce students to the basic ideas of 3D modeling and animation. Students will have the opportunity to learn and use the cutting-edge technology of 3D modeling software. The course will also make them able to analyze the qualities and characteristics of 3D models and animation while visualizing and constructing a 3D scene. Students will gain the ability to create a 3D model within a scene and produce 3D Animations.

Teaching Methods

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

Course Teaching Hours

42 hours. The course is delivered during the Fall and Spring semesters in 14-weeks (3 hours/week).

Evaluation and Grading

Homework: 20%
Mid-Term: 30%
Final Exam: 50%

Readings and Resources

Required Textbook

There is no required textbook for this course

Recommended Reading

Michael O' Rourke, Principles of Three-Dimensional Computer Animation Modeling-Rendering-and Animating with 3D Computer Graphics, W W Norton & Company

Don Foley, Malona Foley, Animation and 3D Modeling on the Mac, Addison-Wesley Pub Co.