DDSGN 140  Fall, 2008  9/24 - 12/8 (Finals due 12/10)
MW 5:45 - 7:55 pm  Room: Sunrise 121  Prereq's: CIS 121 or permission
Section: 1200 AF  5 Credits

**Instructors Info:**

**Office:** Olympic 313  
**Office Hours:** M 3:00 - 4:00 pm; W 4:30 - 5:30pm; T, Th, F 11:30 am -12:30 pm  
**Email:** bmartin@pierce.ctc.edu  
**Telephone:** 253-964-6473

**Course Description:**

Introduction to the resources and applied procedures necessary to produce high quality 3D products and animation for publication through electronic media. [A PDF of this syllabus is available here.](http://www.pierce.ctc.edu/DigDesign/insiderz/ddsgn140/140syllabus.htm)

**Class Materials:**

1) Brain

2) Book:  
   Essential Lightwave 9  
   Warner  
   Wordware Publishing  
   ISBN:1598220241

3) 2-3 (dozen) CDRs/DVDRs, Thumb drive, etc.

4) Patience. Even with fast computers, rendering takes time.
Course Outcomes:

- Identify various 3D rendering software and hardware.
- Research Careers options in 3D graphics and animation.
- Explore basic composition and aesthetic elements of 3D images.
- Model (create) 3D objects (including various textured surfaces, lighting and atmospheres.)
- Apply principles of design and creative problem solving to projects and activities.
- Evaluate the quality and design of a variety of 3D renderings.
- Animate 3D graphics.
- Create photorealistic 3D renders.
- Render final 3D products to portable disk or CD-R and hard copy for portfolio inclusion.
- Comply with ethics related to the use of copyrighted material.

Class Organization:

This course is being taught in tandem with the Advance 3D, DDSGN 141, class. How that works is Monday lectures will run from 5:45 - 6:35 (approx.) After that is the DDSGN 141 lecture, that runs from 6:35 - 7:55 (approx.) You are more then welcome to stay in the lab during the advanced class as long as you’re not disturbing their learning environment. All assignments given for the course will be due on Wednesdays, so as not to impact the shortened day.

Outcomes Assessment:

All projects and quizzes assigned in and out of class will be assessed on a 10 to 20 point scale, except for the final project which will be worth 50 points. The following table illustrates the assessed attributes and their corresponding point values:

<table>
<thead>
<tr>
<th>Attribute</th>
<th>Emerging (1 point)</th>
<th>Competent (3 points)</th>
<th>Exemplary (5 points)</th>
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</thead>
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| Uses appropriate composition techniques. | Graphic suffers from bad composition. Headroom and Leadroom are seldom correct. The rule of thirds is forgotten. | Graphic has good headroom and leadroom. The rule of thirds is somewhat followed. | Graphic consistently maintains good headroom and leadroom. Subjects are constantly aligned and balance well for the subject matter presented. |
| Uses correct technical attributes. | Project is hard to see due to bad lighting. Images or parts of images (incl. Surfaces, etc.) disappear. Movement (if an animation) detracts from the presentation. | Project is not well light. Objects maintain correct surface attributes throughout most of the project. Movement (if an animation) flows with few problems that detract from the presentation. | Project has good lighting. The surfaces are visible with correct attributes for the given scene. Movement (if an animation) is smooth and fluid, fitting within the context of the presentation. |
| Project makes a intended point. | The viewer is confused as to what the project is trying to show. The storyline is lost among bad planning and worse execution. | With little effort, the viewer is able to understand and follow what the creator is saying. The project is at times disjointed. | The viewer is clearly able to understand what the creator is trying to say. The project idea flows well. |
| Project follows the class topics for the individual assignment. | The project includes few of the requirements of the assignment. Those included detract from the project. | The project includes the requirements of the particular assignment. The elements don't fit well as a whole. | The project includes all the requirements of the particular assignment. The elements fit well into the project. |
Grading Scale:

The following grading table is based upon the submission of all the assignments. Please note that the completion of ALL assignments is required to earn a passing grade. Having even ONE missing assignment will eliminate the possibility of earning credit in this class. Yes, assignments can be turned in late at a 50% reduction of score.

Failure to complete the CIS 121 prereq for this class will result in a 0.0 final grade unless you have prior instructor permission to be in this class.

Percentages:

- 95-100 4.0
- 90-94 3.7
- 87-89 3.3
- 83-86 3.0
- 80-82 2.7
- 77-79 2.3
- 73-76 2.0
- 70-72 1.7
- Under 70 0.0

(Special circumstances will be determined on an individual basis.)

Assignment Schedule:

Each class meeting will end with a design assignment. Monday's class will have shorter assignments since the lecture will be less then an hour (the advanced class meets that same night right after your lecture.) Wednesday's class will usually have longer projects. Assignments given will be due at each Wednesday class meetings (i.e. usually ones assigned on the previous Wednesday along with the current weeks' Monday assignment.) If you wish you may turn them in prior to this, but assignments will only be accepted during office hours. Sure you can burn it onto a CD and slap shot it under Martin's office
door, but it's not his responsibility to know it's there, so make sure to also email him so he's aware.

**Cheating and Plagiarism:**

Cheating and plagiarism will not be tolerated and will result in a zero grade for the quarter. If you do not understand this, please take your ball and go home.

**Special Needs:**

Students with disabilities who believe they may need academic adjustments, auxiliary aids or services to fully participate in course activities or meet course requirements are encouraged to register with the Access and Disability Services (ADS) Office in the Sunrise Building. You may also call the ADS Office to make an appointment to meet with the ADS Coordinator at (253) 964-6526 or 964-6527. Students requesting accommodations must obtain the “Approved Quarterly Academic Adjustments, Auxiliary Aids or Services” (green) form provided by ADS.

**Special Rules:**

For those that just can't get enough:

1) All rules and regulations of Pierce college apply (duh!)
2) The last day to withdraw from class without a failing grade is Wednesday, November 12th (the last day of continuous entry.)
3) The instructor (me again - hello) reserves the right to remove any student who is interfering with and disturbing the learning environment and not on task. This can be on a short term or long term basis.

**NOTE:** This schedule and syllabus as a whole is subject to change at the whim of the teacher. He will tell you of changes though, so you are not expected to read minds. If you miss
class, the chance of you catching up easily is about as good as getting a McD's Big Mac that looks like the picture.