DDSGN 140  
Spring, 2009  
MW 1:00 - 3:10 pm  
Section: 1823 AS  

Room: Sunrise 121  
Prereq's: CIS 121 or permission  

3/30 - 6/8 (Finals due 6/10)  

Instructors Info:

Office: Olympic 313  
Office Hours: M 3:30 - 4:30 pm; T, W, 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.

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.
- Explore basic composition and aesthetic elements of 3D images.
- Create 3D graphics by using various modeling tools.
- Arrange the 3D model(s) and include textures/surfaces, lighting, and atmospheres.
- Animate 3D graphics by using time-based or event-driven approaches.
- Using a variety of principles and techniques create various 3D products to include 3D texturing, photo-realistic rendering, and special effects.
- Render the 3D project to various formats.
- Apply principles of design and creative problem solving to classroom projects and activities.
- Evaluate the quality and design of a variety of 3D renderings.
- Research career options in 3D modeling and animation.
- Comply with ethics related to the use of copyrighted material.

## Outcomes Assessment:

All projects and quizzes assigned in and out of class will be assessed on a 5 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>
</tr>
</thead>
<tbody>
<tr>
<td>Uses appropriate composition techniques.</td>
<td>Graphic suffers from bad composition. Headroom and Leadroom are seldom correct. The rule of thirds is forgotten.</td>
<td>Graphic has good headroom and leadroom. The rule of thirds is somewhat followed.</td>
<td>Graphic consistently maintains good headroom and leadroom. Subjects are constantly aligned and balance well for the subject matter presented.</td>
</tr>
<tr>
<td>Uses correct technical attributes.</td>
<td>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.</td>
<td>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.</td>
<td>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.</td>
</tr>
<tr>
<td>Project makes a intended point.</td>
<td>The viewer is confused as to what the project is trying to show. The storyline is lost among bad planning and worse execution.</td>
<td>With little effort, the viewer is able to understand and follow what the creator is saying. The project is at times disjointed.</td>
<td>The viewer is clearly able to understand what the creator is trying to say. The project idea flows well.</td>
</tr>
<tr>
<td>Project follows the class topics for the individual assignment.</td>
<td>The project includes few of the requirements of the assignment. Those included detract from</td>
<td>The project includes the requirements of the particular assignment. The elements don't fit</td>
<td>The project includes all the requirements of the particular assignment. The elements fit well into</td>
</tr>
</tbody>
</table>
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 or animation assignment that is due the next class meeting unless otherwise specified. If you wish, you may turn an assignment in prior to its due date, but assignments will only be accepted at the office or via email. You can burn it onto a CD and slap shot it under Martin's office door if he's not there, but it's your responsibility to 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.

**Emergency Management Plan:**

Call 911 and then Campus Safety in response to an imminent threat to persons or property. In the event of an evacuation (intermittent horns & strobes), gather all personal belongings and leave the building using the nearest available safe exit. Be prepared to be outside for one hour and stay a minimum of 200 feet from any building or structure. So long as it is safe to do so students are expected to stay on campus and return to class after evacuations that last less then 15 minutes. Do not attempt to re-enter the building until instructed by an Evacuation Director (identified by orange vests) or by three horn blasts or bell rings. Please notify the nearest Campus Safety Officer or Evacuation Director of any one left in the building or in need of assistance.

Phone: Fort Steilacoom Campus Safety (253) 964-6751 or Puyallup Campus Safety (253) 840-8481

**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 Friday, May 15th.
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.