DDSGN 141 Fall, 2008 9/24 - 12/8 (Finals due 12/10)
M 5:45 - 7:55 pm Room: Sunrise 121 Prereq's: DDSGN 140
Section: 1202 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:

Advanced training for the production of 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:

None but a good option is:

Inside Lightwave 9
Dan Ablan
ISBN: 0321426843
New Riders

3) Lots of CDRs and/or DVDRs
4) Patience. You know by now rendering takes time.

5) Lightwave 9 manual in PDF (In three parts) -
   Free for download, but you can not distribute this to
   non-students. Please do not print these out at school.
   The sections are Layout, Modeler, and Surface and
   Rendering.

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.

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>
</tr>
</thead>
<tbody>
<tr>
<td>Uses appropriate composition</td>
<td>Graphic suffers from bad composition. Headroom and</td>
<td>Graphic has good headroom and leadroom.</td>
<td>Graphic consistently maintains good</td>
</tr>
<tr>
<td>techniques.</td>
<td></td>
<td>The rule</td>
<td>headroom and</td>
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<tr>
<td></td>
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<tr>
<td>Grading Scale:</td>
<td>Leadroom are seldom correct. The rule of thirds is forgotten.</td>
<td>of thirds is somewhat followed.</td>
<td>leadroom. Subjects are constantly aligned and balance well for the subject matter presented.</td>
</tr>
<tr>
<td>---------------</td>
<td>-------------------------------------------------</td>
<td>---------------------------------</td>
<td>-----------------------------------------------------------------</td>
</tr>
<tr>
<td><strong>Uses correct technical attributes.</strong></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><strong>Project makes a intended point.</strong></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><strong>Project follows the class topics for the individual assignment.</strong></td>
<td>The project includes few of the requirements of the assignment. Those included detract from the project.</td>
<td>The project includes the requirements of the particular assignment. The elements don't fit well as a whole.</td>
<td>The project includes all the requirements of the particular assignment. The elements fit well into the project.</td>
</tr>
</tbody>
</table>
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 DDSGN 140 prereq for this class will result in a 0.0 final grade.

Percentages:

<table>
<thead>
<tr>
<th>Percentage</th>
<th>Grade</th>
</tr>
</thead>
<tbody>
<tr>
<td>95-100</td>
<td>4.0</td>
</tr>
<tr>
<td>90-94</td>
<td>3.7</td>
</tr>
<tr>
<td>87-89</td>
<td>3.3</td>
</tr>
<tr>
<td>83-86</td>
<td>3.0</td>
</tr>
<tr>
<td>80-82</td>
<td>2.7</td>
</tr>
<tr>
<td>77-79</td>
<td>2.3</td>
</tr>
<tr>
<td>73-76</td>
<td>2.0</td>
</tr>
<tr>
<td>70-72</td>
<td>1.7</td>
</tr>
<tr>
<td>Under 70</td>
<td>0.0</td>
</tr>
</tbody>
</table>

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

**Assignment Schedule:**

The advanced student lecture will take place each Monday from 6:30(ish) - 7:55. Each lecture will end with a design assignment that will be due the following Monday (and viewed at 7:50ish.) If you wish you may turn them in prior to this, but assignments will only be accepted during office hours. Never leave an assignment when the Martin is not around (unless it's slid under the door and you tell him it's there so he doesn't step on it and break your disc.)

This class will tend to run over when viewing projects or if there are lots of questions. Be prepared to stay later if you have questions or need extra help. Staying late is never a requirement though, so don't fell obliged to stay.
DDSGN 141 students may attend Wednesday's DDSGN 140 lecture if they wish, but attendance is not required. DDSGN 141 are also welcome to work in the lab on non-lecture days, but must be quiet (as Martin needs to concentrate on the newbies.)

**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 winning a Nascar race in a Yugo.