

3D ANIMATION I

CARSON HIGH SCHOOL

MR. LOPATEGUI

COURSE SYLLABUS

Course Outline

This course utilizes 3D design and animation software to create and produce effective visual communications and related animated productions for the technical, graphic art, architectural and entertainment environments. Particular emphasis is focused toward addressing the skills necessary in the artistic, technical and scientific design and visualization occupations.

Students will work in a hands-on laboratory environment to develop models, images, virtual walkthroughs and animated productions, in addition to visual digital art.

Earn 3 Credits through Western Nevada College

This course has been articulated with the Graphic Communications Department at Western Nevada College. Students earning a B or higher in this course are eligible to receive 3 credits through the college. A representative from the college will meet with the class during the school year to discuss the credit process. It is the student's responsibility to get the required paperwork into the college.

3D Animation I Objectives & Outline

Welcome to 3D Animation I! After successful completion of this course, you will be able to:

1. Demonstrate understanding of Cartesian (3-dimensional) Space.
2. Construct animate and inanimate objects from geometric forms.
3. Use modifiers to build detailed 3-dimensional objects from found resources.
4. Demonstrate the application of colors and textures on a 3-dimensional object.
5. Animate objects to realistically demonstrate movement.
6. Render animated and non-animated scenes to be viewed in multiple programs.
7. Maintain an organized digital portfolio of class assignments and resources.
8. Demonstrate knowledge of the history of 3-dimensional graphics and the computer's impact on it.
9. Demonstrate understanding of the ethical and security issues concerning the Internet and the computer's impact on it.

A look at this year's...

Schedule*

FIRST SEMESTER

- ❖ Understanding the Virtual 3D World
- ❖ Modeling with Primitive Shapes
- ❖ Using Modifiers on Primitive Shapes
- ❖ Adding Textures to Modeled Objects

SECOND SEMESTER

- ❖ Learning about Animation
- ❖ Constructing Animated Scenes
- ❖ Using Surfaces in Scenes

More detail of assignments can be found on the class website at mrlopategui.com

**Please note that schedule may be subject to change.*

Contact Information

- Room: 314 • Phone: 283-1600
- Email: mlopategui@carson.k12.nv.us
- Website: www.mlopategui.com

Mr. Lopategui's Classroom Policies and Procedures

Class Rule:

RESPECT

- ❖ Yourself
- ❖ Others
- ❖ Our School

Lab Fees:

Carson High School has implemented a \$15 lab fee in this course to help cover the cost of classroom items such as inkjet paper, printer ink, construction supplies, etc. This fee is due at the end of the second week of school. Checks can be made out to Carson High School.

Suggested Supplies:

Though not required, each student is encouraged to maintain a notebook (3-ring is recommended) containing class notes, resources and finished assignments. Not only does this help the student to be organized, but also to leave the class with a portfolio of work.

Equipment Use:

This course uses state-of-the-art equipment and software. It is the student's responsibility to use the equipment according to course policy. Students will be held accountable for equipment that they damage or lose.

Academic Dishonesty:

Academic Dishonesty will **NOT** be tolerated. Any student involved will receive a zero on the assignment, and parents will be contacted. Academic Dishonesty includes, but is not limited to, the unauthorized use of images and other materials from the Internet. When unsure of what can or cannot be used, ask the teacher.

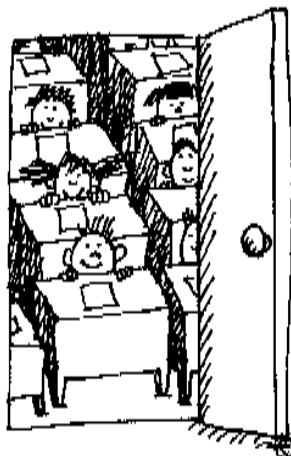
Grading:

The Carson High School grading scale will be used in this class. The majority of each quarter's grade is based on completion of assignments (projects, homework, exercises and readings) along with quizzes and tests. Each assignment is evaluated on the following:

1. Timely completion (10% deduction from total assignment value if late. Late assignments only accepted during the quarter in which they are assigned). Most assignments can be found on the class website mrlopategui.com.
2. Completion of project criteria.
3. Craftsmanship, creativity and general effort.
4. Approximately 20% of the quarter grade is based on performance and participation. It is difficult to participate if absent, so regular attendance is a must. The official CHS policy regarding absences and make-up work will be strictly adhered to. Performance and participation are evaluated on the following:
 1. Coming to class prepared and on time.
 2. The amount of time spent working in class.
 3. Cleaning up properly.
 4. Attitude.

Internet Usage:

The Internet is a helpful and powerful tool in 3d graphics. However, all usage in this class must be teacher approved. **All students must have a signed Carson High School Acceptable Use Policy (AUP) on file before they are allowed to use the computers or Internet in this class.** Students that access sites not related to the project or class will lose Internet, computer and/or be removed from the class. An AUP will be provided to students that do not have a signed copy on file.



“Coming together is a beginning
Keeping together is progress
Working together is success.”

-Henry Ford