

COMPUTER MAGNET – Advance 3D model (Level 3 and 4)

COURSE DESCRIPTION AND EXPECTATIONS

Instructor: Mr. Esparza

Credit: 5 Semester Hours

Prerequisite: Level one and two- 3d animation class

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COURSE DESCRIPTION

This course is the 3rd level and level 4 (semester 2) in the 3D strand. **Cinema 4D, Final Cut Express, Photoshop, and Illustrator** will be used to teach the class. Topics include: Character modeling, texturing, lighting, storytelling, animation and design principles. Students will begin creating projects that will demonstrate their knowledge in the coarse content of the class.

MATERIALS

Students are required to have their own **headphone** everyday in class. Not having headphone will prevent students from doing many assignments and having full access to the class tutorials. Coming without headphones will keep the student from doing the assignment and will cause them to get behind with their class assignments. (I will have headphone for sale if student desires to purchase them)

Headphone must be obtained by **Aug. 23th, 2010**

FEES

There is a **\$40** fee for this class. This fee pays for software and school supplies, this lab fee includes part of your membership dues to SkillsUSA if you choose to join. Please turn the money in to Mr. Esparza by **Friday August 27th, 2010**. Checks should be made payable to **Thomas Jefferson High School**

CLASS RULES AND PROCEDURES

Please refer to the attached Computer Magnet class rules for details of the behavior and procedures that will be followed in class. You may also refer to the web site (<http://esparzatech.com>).

MAKE-UP and LATE WORK

Excused Absence: The student will be allowed one day for each day absent, plus one extra day to make up work and tests missed.

Unexcused Absence: The student receives a grade of no more than %50 of any work missed as a result of an unexcused absence.

Late Work: I realize there will be times when unforeseen circumstances (particularly with computers) make it difficult for work to be completed on time. Students need to work out a plan with the teacher if such situations occur. After the due date, grades points will decrease daily by 5% up to 50% of possible points. Please plan for the unexpected when completing assignments so that there is ample time to complete all work on time.

Open Lab: The computer lab will be open during lunch on selected days for students who need to complete make up assignments. See posted schedules for lab days. The lab is also open during **Excel time** on Wednesday.

GRADING

Grading will be based upon assignments, journals, projects, and participation. There may be a group project where individuals will be responsible for their share of the group project. There will also be a team grade. Your grade is cumulative for one semester. Student with grades below a C will be expected to **use Excel Time**.

GRADING SCALE

90-92.9%= A-	93-100% = A	
80-82.9%=B-	83-86.9=B	87-89% = B+
70-72.9%=C-	73-76.9%=C	77-79% = C+
60-62.9%=D-	63-66.9=D	67-69% = D+
Below 60% = F		

COURSE CONTENT

Course content will include, but is not limited to:

Personal & Project Management

- Introduction to and practice with techniques for individual and team planning.
- Use of a *Project Management Template* to organize individual and group projects.
- Use Inspiration software as a tool to aid brainstorming and organization.
- Use project management skills to plan and complete a team challenge.
- Maintain Wiki webpage to organize, display, and manage projects.

3D Animation- Rigging

- Character modeling Rigging
- Mocca Rigging
- IK Rigging
- Applying the principles of animation

Creating 3D with Cinema 4D (Advance techniques)

- Character modeling
- Map referencing
- Adding textures by using Bodypaint software
- Using advance feature for animation
- Rendering
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Video Effects using VisonLab

- Importing 3d or video
- Create special effect
- Export as Quicktime

Compositing in Final Cut Express (Review)

- Storyboarding
- Story Scripting
- Importing 3d files
- Editing clips
- Adding Text
- Adding sound
- Transitions

ASSIGNMENTS:

Participation: Being in class on time, staying on assigned task (no internet surfing), bring your headphones

Personal Management: Setting goals, responsibilities and timelines, organized folders, back up working files

Daily Assignments: Watch or read tutorial, complete skill building assignments, turn in assignment

Project: There will be one or two RFPs assignment projects.

Final: There will be a project final at the end of the each semester. Weighed grade is about 30% of the semester grade. Level 4 has a weighted grade of 50% of the semester grade.

Student's name- Print Please

Student's Signature

Parent's Signature

Date