

COMPUTER MAGNET –Level one and two 3D animation and Modeling

COURSE DESCRIPTION AND EXPECTATIONS

Instructor: Mr. Esparza

Credit: 5 Semester Hours

Prerequisite: Rich Media

Phone: 720-423-7135

E-mail: jerry_esparza@dpsk12.org

COURSE DESCRIPTION

This course is the foundational level for the 3d class. Students will be learning high-end software to build 3d models and also learn how to animate the models. **Cinema 4D, Photoshop, Illustrator, and Final Cut Express** will be used to teach the class. Topics include: modeling, texturing, lighting, storytelling, and design principles. Students will begin creating projects that demonstrate their ability to understand the principles of 3d modeling and creating animation.

MATERIALS

Many of the assignments are **video and audio tutorials**. 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 available for sale if student desires to purchase them)

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

FEES

There is a **\$40** fee for this class. This fee pays for software and school supplies, this lab fee includes your membership dues to the 3D Animation club. Please turn the money in to Mr. Esparza by **Friday Aug. 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 10% 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 at least 3 days a week for students who need to complete make up assignments. See posted schedules for lab days. 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. Grading is cumulative for the 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 & Graphic Design Principles

- 3D animation terms and definitions.
- Storytelling Elements Hero's Journey.
- Design principles- Composition.
- Modeling- Styles
- Animation principals
- Modeling approaches
- Modeling techniques
- Designing –Texture
- Designing- Lighting

Creating 3D with Cinema 4D

- Overview of Interface
- Creating simple polygons
- Creating hypernurbs
- Adding textures
- Using Splines
- Manipulating Lights
- Adding HDRI's
- Learning the timeline-animation
- Rendering

Compositing in Final Cut Express

- Importing 3d files
- Editing clips
- Adding Text
- Adding sound
- Transitions

ASSIGNMENTS:

Journal: 2-3 entries a week- due within the 1st 15 minutes of class

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 RFP assignment projects..

Final: There will be a project final at the end of the semester. Weight grade is about 30% for semester grade.

Student's name- Print Please

Student's Signature

Parent's Signature

Date