

COURSE IMPLEMENTATION DATE: September 2007
COURSE REVISED IMPLEMENTATION DATE:
COURSE TO BE REVIEWED: April 2011
(Four years after UPAC final approval date) (MONTH YEAR)

OFFICIAL COURSE OUTLINE INFORMATION

Students are advised to keep course outlines in personal files for future use.
Shaded headings are subject to change at the discretion of the department and the material will vary
- see course syllabus available from instructor

FACULTY/DEPARTMENT: GD 231	Visual Arts	3
COURSE NAME/NUMBER	FORMER COURSE NUMBER	UCFV CREDITS
	Character Modeling and Animation	
COURSE DESCRIPTIVE TITLE		

CALENDAR DESCRIPTION:

This course introduces students to computer animation and modeling as forms of artistic expression, including character design, rigging, texturing, lighting, and compositing. Design will be explored within the context of a history of 3D graphics and computer animation.

PREREQUISITES: One of GD 101, CIS 104 or higher, GD 157. GD 161 recommended
COREQUISITES:

SYNONYMOUS COURSE(S)	SERVICE COURSE TO:
(a) Replaces: _____ (Course #)	_____
(b) Cannot take: _____ for further credit. (Course #)	_____

TOTAL HOURS PER TERM: 60	TRAINING DAY-BASED INSTRUCTION
STRUCTURE OF HOURS:	LENGTH OF COURSE: _____
Lectures: 10 Hrs	HOURS PER DAY: _____
Seminar: _____ Hrs	
Laboratory: 45 Hrs	
Field Experience: _____ Hrs	
Student Directed Learning: 5 Hrs	
Other (Specify): _____ Hrs	

MAXIMUM ENROLLMENT:	24
EXPECTED FREQUENCY OF COURSE OFFERINGS:	
WILL TRANSFER CREDIT BE REQUESTED? (lower-level courses only)	<input checked="" type="checkbox"/> Yes <input type="checkbox"/> No
WILL TRANSFER CREDIT BE REQUESTED? (upper-level requested by department)	<input type="checkbox"/> Yes <input type="checkbox"/> No
TRANSFER CREDIT EXISTS IN BCCAT TRANSFER GUIDE:	<input type="checkbox"/> Yes <input type="checkbox"/> No

AUTHORIZATION SIGNATURES:

Course Designer(s): _____ Chairperson: _____
Arthur Babiarz and Jacqueline Nolte *BFA Curriculum Committee*

Department Head: _____ Dean: _____
Jacqueline Nolte Eric Davis

UPAC Approval in Principle Date: _____ UPAC Final Approval Date: Apr. 27, 2007

LEARNING OBJECTIVES / GOALS / OUTCOMES / LEARNING OUTCOMES:

Upon successful completion of the course, the student will have:

- Developed a rationale for creating a character
- Developed their analysis of the skin/clothing design
- Produced profile line drawings
- Extruded joints in terms of the character's bones
- Textured individual parts and the whole
- Fine tuned mapping of coordinates

METHODS:

Lectures, demonstrations, lab time, individual research and production, presentations

PRIOR LEARNING ASSESSMENT RECOGNITION (PLAR):

Credit can be awarded for this course through PLAR (Please check:) Yes No

METHODS OF OBTAINING PLAR:

Portfolio and interview

TEXTBOOKS, REFERENCES, MATERIALS:

[Textbook selection varies by instructor. An example of texts for this course might be:]

Mastering 3D Animation – Ratner, Peter, Allworth Press, 2004

SUPPLIES / MATERIALS:

STUDENT EVALUATION:

[An example of student evaluation for this course might be:]

- 6 session projects 40%
- Final project 40%
- Test 12%
- Attendance, participation 8%

COURSE CONTENT:

[Course content varies by instructor. An example of course content might be:]

Section 1: Introduction of course objectives and projects; discussion and beginning of project to rationalize a character

Section 2: Historical contextualization; preparation of model for skeletal structure; wireframe modeling

Section 3: Polygon vs. splines and nurbs; animation without a skeleton

Section 4: Basic 3D shapes and rotations; surface and subdivision modeling

Section 5: From profile line drawings to extruding and skinning

Sections 6-8: 2D and 3D tools plus digitizers and scanners

Sections 9: From seamless models to spline methods

Section 10: Lighting

Section 11: Poses and reviewing head, torso, arms, and legs

Section 12: Facial expression

Section 13: Presentation and critiques