

3D MODELING AND ANIMATION CERTIFICATE PROGRAM UPCOMING COURSES

SUMMER 2018 COURSE OFFERINGS

3D Game Art & Animation CKid-3026-58184 (ages 14 to adult) 6/25/2018 - 6/28/2018 1 - 4pm MTWTH
UNITS 1

Building A - Cesar Chavez Rm A-223

PREREQUISITE: Experience using a Windows PC REQUIRED. Students should bring a USB/jump drive to class.

Gain a basic understanding of what it takes to make digital 3D art for games and animations! Hands-on project will start by modeling a 3D environment. Students will model and animate a simple 3D character. Finally, learn how to upload your animation onto the web. Opportunities for employment in the video game industry will be covered.

Video Game Design CKid-4045-58185 (ages 14 to adult) 7/23/2018 - 07/26/2018 1 - 4pm MTWTH
UNITS 1

Building A - Cesar Chavez Rm A-223

PREREQUISITE: Experience using a Windows PC REQUIRED. Students should bring a USB/jump drive to class.

Make a game without the knowledge of code! Through a step-by-step teacher guided project, Students will make a video game using Unity 3D and visual scripting software programs. This beginner-level class is for artists and those with little or no programming background.

FALL 2018 COURSE OFFERINGS

Game Design & Develop Team ART169 - 58145 2 – 5:40 pm S UNITS 1.5

Building A - Cesar Chavez Rm A-223

This is a REQUIRED course for the 3D Modeling & Animation Certificate C.

Students design and develop original video game projects in a team setting and in a simulated video game production studio setting.

The working game(s) and/or working prototypes will be entered into the annual IEEE Intercollegiate Computer Game Competition.

Can be repeated up to 3 times.

3D Modeling Fundamentals ART196A-58152 5:30 – 10 pm MW UNITS 5

Building A - Cesar Chavez Rm A-223

PREREQUISITE: ART 184 with min. grade of C

This is a REQUIRED course for the 3D Modeling & Animation Certificates A and C.

This is an introductory course in developing digital 3D art for video games, film, advertising and pre-visualization for product and architectural design. Focus is placed on building digital 3d characters, props and environments that will be used in students' own animated short film or video game ideas. By employing the teacher-provided project management tools, students gain hands-on experience in how animated and interactive media projects are developed. Industry-standard low and high poly modeling methods, which utilize normal map application is emphasized to ensure optimized models with stunning detail.

3D Modeling Intermediate ART196 B-58154 5:30 – 8:30 pm MW UNITS 3

Building A - Cesar Chavez Rm A-223

PREREQUISITE: ART196A with min. grade of C

This is an elective course for the 3D Modeling & Animation Certificates A and C.

Instruction in intermediate-level digital 3D modeling methods as used in video games, interactive media, television, film, previz, product illustration, architectural and bioscience visualization. Students are to model subjects geared to their chosen area of interest and then are provided instruction and guidance to increase proficiency, speed and communication skills REQUIRED for professional 3D modelers.

3D Texturing and Lighting Fundamentals ART166A- 58159 7 – 10 pm TTH UNITS 3

Building A - Cesar Chavez Rm A-223

PREREQUISITE: ART196A with min. grade of C.

This is a REQUIRED course for the 3D Modeling & Animation Certificates A and C.

Introductory course in making and applying surface textures and lighting effects in digital 3D scenes. Students will learn how to achieve realistic-looking scenes used for architectural previsualization, film and video games using 3D Studio Max, Photoshop and other new tools used for texturing and lighting.

3D Texturing and Lighting Intermediate ART166B- 58160 7 – 10 pm TTH UNITS 3

Building A - Cesar Chavez Rm A-223

PREREQUISITE:ART166A with min. grade of C.

This is an elective course for the 3D Modeling & Animation Certificates A and C.

Instruction in intermediate making and applying surface textures and lighting effects in digital 3D scenes as used in video games, interactive media, television, film, previz, product illustration, architectural and bioscience visualization. Students are to work on projects geared to their chosen area of interest, and then are provided with instruction and guidance to increase proficiency, speed and communication skills REQUIRED as a professional digital 3d artist.

Art of Animation I ART184- 58161 1 – 4:10 pm TTH UNITS 3

Building A - Cesar Chavez Rm A-223

PREREQUISITE: (none)

This is a REQUIRED course for the 3D Modeling & Animation Certificates A and C.

A beginning-level animation production class for those with little or no prior animation or digital art experience. Through lecture, demonstrations, individual and team-based projects students learn how to develop a story for animation from an idea, to written summary, storyboards, concept sketches, and character development. Students will be introduced to the principles of animations by incorporating them into beginning-level teacher-guided projects. Students will gain experience using digital art tools, like Adobe Photoshop for composing and manipulating photos and drawings.

Professional Art Production ART296- 58156 5:30 – 9:30 W* UNITS 1.5

Building A - Cesar Chavez Rm A-223

PREREQUISITE: ART196A with a min. grade of C

This is a REQUIRED course for the 3D Modeling & Animation Certificates A and C.

Designed to provide practice in developing art projects for actual clients or in a simulated setting. Students choose an art project based on strengths, interests and market need to work on during the class.*Hours may be arranged.

Professional Art Production ART296- 58146 2:00 – 6:00 S* UNITS 1.5

Building A - Cesar Chavez Rm A-223

PREREQUISITE: ART196A with a min. grade of C

This is a REQUIRED course for the 3D Modeling & Animation Certificates A and C.

Designed to provide practice in developing art projects for actual clients or in a simulated setting. Students choose an art project based on strengths, interests and market need to work on during the class.*Hours may be arranged.