



COURSE EXPECTATION LETTER

Subject:

Animation

Email Contact Information:

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Catalog Course Description:

ANIM 101 is an introduction to the production pipeline used in games, film and TV. Students will be introduced to the concepts of digital sculpting, lighting, texturing, rendering, rigging, and animating 3-D objects. This course is beneficial for all students in courses related to graphic arts (multimedia, illustration, web and game design, and film production) and industrial design (architectural, automotive, furniture, clothing, and product design).

Student Learning Outcomes:

SLO/Student Learning Outcomes

Given a set of orthographic template drawings of an object, students will construct a virtual 3D model by correctly visualizing its shape, accurately dimensioning its proportions, and using efficient construction techniques.

The student will demonstrate a thorough understanding of the polygon tools used when box modeling virtual 3D models.

The student will demonstrate an understanding of non-manifold geometry and an efficient approach to representing detail in a polygon mesh.

The student will demonstrate an understanding of the appropriate use of curves and surface tools when generating a virtual 3D mesh.

Given a specific type of material the student will be able to correctly create and accurately apply the appropriate shading network to a virtual 3D model.

Student will be able to choose the appropriate shader to represent the visible characteristics of the materials being represented.

Student will be able to competently create a shading network that will display the visible characteristics of the materials being represented.

Student will be able to competently apply the shading network to the 3D model and the components that make it up.

Given a virtual 3-D model of a character or a manmade object, the student should choose the appropriate approach to projecting an accurate and efficient UV layout.

The student chooses the most efficient software package and the appropriate approach to unwrapping the 3D model.

The student creates an accurate UV layout by competently positioning; rotating and scaling the UV shells that make up the objects unwrap.

The student efficiently utilizes the objects UV space, and the correct number of UV sets to competently unwrap the virtual model.

By logging into Canvas you affirm that you are the student who enrolled in the course(s) and are the person who will complete the assigned work. Furthermore, you agree to follow the regulations regarding academic integrity, personal identification and the use of student information as described in BP 5500 (Standards of Conduct) and AP 5520 (Student Conduct Procedures) which are the Rio Hondo College student conduct codes that govern student rights and responsibilities. You acknowledge that failure to abide by the regulations set forth in BP 5500 and AP 5520 may result in disciplinary action, including expulsion from the college.

This is **NOT** a self-paced course. There are firm deadlines in this class. There are assignments due on a regular basis. Please plan your time carefully!

Textbook: Please consult the Bookstore for information at (562) 463-7345 or go to [Rio Hondo College Online Bookstore](#)

Over the course of the semester there will be regular instructor student contact.

Methods of student contact include:

Feedback on assignments.

Participating in discussion forums or chats.

Sending frequent announcements to summarize the previous week or describe the next week.

Providing online or telephone office hours.

Mentoring individual learners.

The instructor may drop you for non-participation.

There will be a one to three business day delay after an add code is used before a student may be able to log on to Canvas.

For students new to online classes, it is highly recommended that you take the Online Orientation through our Online Education website. This will help explain what online classes are like and familiarize you with how the class is laid out. The orientation can be found at: <http://www.riohondo.edu/canvas-orientation/>

Email Responses: Instructors will make every attempt to respond to students in a timely fashion. Responses can take up to 48 hours before a response is received, excluding weekends and holidays.

Disability: A Student with a verified disability may be entitled to appropriate academic accommodations. Please contact your instructor and/or the [Disabled Students & Programs](#) office at 562-908-3420 for more information.

Modifications and Disclaimer: The instructor reserves the right to modify the content of the course or any course procedure. It is the responsibility of the student to keep apprised of all changes. If the student wishes to drop the class he/she is responsible for initiating the drop. Do not take it for granted that you will be dropped. If you stop working and do not drop the course, you may get an undesirable grade.

Additional Information: