

3D Graphics

Levels: 9-12

Units of Credit: 0.50

CIP Code: 11.0216

Core Code: 35020000075

COURSE DESCRIPTION

Using 3D graphics software to produce 3D models and animations. This course will introduce students to 2D and 3D, animation planning, storyboard development, and the animation process.

Grading Procedures:

Breakdown of grading:

94 – 100 A 80 – 82 B- 66 – 69 D+

90 - 93 A- 76 – 79 C+ 63 – 65 D

86 – 89 B+ 73 – 75 C 60 – 62 D-

83 – 85 B 70 – 72 C- 0 – 59 F

Aside from completing individual assignments, quizzes and tests, you will receive participation points. Every day you are in class you will receive 1- points. If you are on time, work the entire period, you receive the 10 points.

Reasons to lose your participation points: late to class, disruptive, off-task, absent, unprofessional language. If you have an excused absence, you can make up the 10 points by doing the work you missed while absent.

These rules and regulations are to create a positive learning environment for the benefit of each student.

Course Schedule:

Please see calendar on district website for class schedule. (slcschools.org)

Teacher Contact Info:

Room 2-015

Phone: 801-481-7311(CTC main)

Email: Brian.Ericson@slcschools.org

No district employee or student shall be subjected to discrimination in employment or any district program or activity on the basis of age, color, disability, gender, gender identity, genetic information, national origin, pregnancy, race, religion, sexual orientation, or veteran status. The district is committed to providing equal access and equal opportunity in its programs, services and employment including its policies, complaint processes, program accessibility, district facility use, accommodations and other Equal Employment Opportunity matters. The district also provides equal access to district facilities for all youth groups listed in Title 36 of the United State Codes, including scouting groups. The following person has been designated to handle inquiries and complaints regarding unlawful discrimination, harassment, and retaliation: Kathleen Christy, Assistant Superintendent, 440 East 100 South, Salt Lake City, Utah 84111,(801) 578-8251. You may also contact the Office for Civil Rights, Denver, CO, (303) 844-5695.

Section 1: Software Basics

Section 2: Modeling Basics

Section 3: Texturing & Materials

Section 4: Lighting & Rendering

Section 5: Sculpting

Section 6: Final Project

Attendance is key! Everything we learn builds upon the last lesson we had. If you miss a day you'll be behind. All course material will be available on the class website (<http://EricsonsClass.weebly.com>)

Most assignments in this class will be projects whose end product will be a digital file. At the end of the year you will be compiling a portfolio of all your work, as such it is strongly advised to keep back-ups of all your work. We will talk more about this in the first few weeks of the course.

A tremendous amount of respect is required for this course. You should immediately sense my respect for you as students and I would hope that you reciprocate respect towards me as well as towards the lab. Regarding the lab, food and drink should not enter the lab, so as to keep the equipment clean and functioning. Clorox wipes will be provided to any student wishing to clean their workspace.

This class is about you and your creativity. As such any plagiarism or cheating will not be tolerated. Plagiarism or cheating in this class involves directly copying the work of another. You are, however, allowed and encouraged to draw inspiration from the work of others. Any plagiarism or cheating will be reported to the administration and you likely will not be allowed to remain in the course. If removal from the class is not decided, student will have negative points added to their grade that will have to be made up in class.