COURSE OUTLINE

Art 229
Introduction to 3D Studio Max

I.   Catalog Statement

Art 229 teaches the fundamentals of 3DS MAX. Students will acquire basic modeling, rendering, lighting, texturing, and animation skills. Issues associated with creating presentation files for product development will be discussed.

Units – 1.5
Lecture Hours – 1.0
Total Studio Hours – 2.0
(Faculty Studio Hours – 2.0 + Student Studio Hours – 0.0 = 2.0 Total Studio Hours)

Recommended Preparation: Basic computer skills.

Note: Current industry standard digital animation software (3D Studio Max) will be used.

II.   Course Entry Expectations

Skills Level Ranges: Reading 5; Writing 5; Listening/Speaking 5; Math 3.

III.   Course Exit Standards

Upon successful completion of the required coursework, the student will be able to:
1. navigate the 3DS Max interface;
2. understand the concepts of texture, light, and "walkthrough" architecture as it applies to the field of architectural design;
3. utilize the concepts of post production and media delivery using the 3DS Max software.

IV.   Course Outline

A. User Interface   8 hours
    1. Menus & toolbars
    2. Viewports
    3. Viewport navigation
    4. Viewport customization
    5. Application settings

B. Modeling	8 hours

    1. Work environment set up
    2. Basic modeling tools
    3. Advanced modeling tools
    4. Modification tools

C. Materials and Mapping   8 hours
    1. Materials creation and management
    2. Bitmaps and other mapping types

D. Lighting and Illumination   8 hours
    1. Basic lighting tools
    2. Photometric lighting
    3. Global illumination

E. Camera Tools   8 hours
    1. Basic camera tools
    2. Camera types
    3. Camera settings
    4. Camera placement
    5. Basic camera parameters
    6. Lenses

F. Rendering   4 hours
    1. Render scene dialog box
    2. Render tab overview
    3. File types
    4. Network rendering
    5. Third party renderers

G. Workflow, Post Production, and Additional Tools   4 hours
    1. Scene files management
    2. File archives
    3. Miscellaneous software used with 3DS Max

V.   **Methods of Presentation**

The following instructional methodologies may be used in the course:
1. lecture;
2. multimedia;
3. guest speakers;
4. individual and group projects;
5. field trips.

VI.   **Assignments and Methods of Evaluation**

1. Midterm examinations.
2. Final individual project.

3. Final examination.

VII.   **<u>Textbook</u>**

Smith, B., <u>3DS Max 2008 Architectural Visualization</u>. Current Edition.
New York: Friends of Ed/Springer-Verlag Inc., 2008.
10th Grade Textbook Reading Level. ISBN: 978-0-9792811-0-5.