



COURSE OUTLINE : ART 232
D Credit – Degree Applicable
COURSE ID 001091
Cyclical Review: September 2020

COURSE DISCIPLINE : ART
COURSE NUMBER : 232
COURSE TITLE (FULL) : Organic Modeling
COURSE TITLE (SHORT) : Organic Modeling
ACADEMIC SENATE DISCIPLINE: Art

CATALOG DESCRIPTION

ART 232 provides instruction in the modeling of organic objects, such as the human body, the body of an animal, or a fantasy character. Students learn to apply polygon and non uniform rational b-spline (NURBS) modeling techniques to create game-ready or cinema-ready three-dimensional computer graphic (CG) characters.

CATALOG NOTES

Note: Current industry standard digital animation software (Maya or ZBrush) will be used.

Total Lecture Units: 2.00

Total Studio Units: 1.00

Total Course Units: 3.00

Total Lecture Hours: 36.00

Total Studio Hours: 36.00

Total Laboratory Hours To Be Arranged: 0.00

Total Contact Hours: 72.00

Total Out-of-Class Hours: 90.00

Prerequisite: ART 231 or equivalent.



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ENTRY STANDARDS

	Subject	Number	Title	Description	Include
1					No

EXIT STANDARDS

- 1 Use polygon modeling techniques to model a 3-d character from head to toe;
- 2 evaluate the topology of a given model with respect to texturing and animation;
- 3 identify topological problems or errors in the construction of a model;
- 4 evaluate and enhance a model created by someone else.

STUDENT LEARNING OUTCOMES

- 1 Design topology of a 3-D character or creature
- 2 Use advanced software tools to create hard-surface assets in design software application

COURSE CONTENT WITH INSTRUCTIONAL HOURS

	Description	Lecture	Studio	Total Hours
1	Polygon Tools • The plane • The extrude edge tool • The extrude face tool • The merge edge and merge multiple edge tool • The sculpt geometry tool • The split polygon tool • The split edge ring tool • Triangle count	9	0	9
2	The Organic Object Prior to Modeling • Composite topologies • Polygons or nurbs • Optimal topologies	9	0	9
3	Project Preparation and Execution • Image planes • Management of nodes • Axial orientation	9	0	9
4	Troubleshooting Surfaces • Non-manifold geometry • Zero length • The polygons-cleanup tool • Rebuild geometry	9	0	9
5	Projects Emphasizing Technical and Aesthetic Development	0	36	36
				72



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OUT OF CLASS ASSIGNMENTS

- 1 projects (e.g. making a sculpture);
- 2 field activity (e.g. gathering source images).

METHODS OF EVALUATION

- 1 projects and assignments;
- 2 midterm and final examinations;
- 3 final project.

METHODS OF INSTRUCTION

- Lecture
- Laboratory
- Studio
- Discussion
- Multimedia
- Tutorial
- Independent Study
- Collaboratory Learning
- Demonstration
- Field Activities (Trips)
- Guest Speakers
- Presentations

TEXTBOOKS

Title	Type	Publisher	Edition	Medium	Author	IBSN	Date
Maya Learning Channel	Required	YouTube, n.d		electronic	YouTube		2020