

Course Outline
CADD 151
Technical Animation
3 semester hours

The Community College of Baltimore County

Description

Technical Animation

Introduces computer graphics to produce maximum impact animated presentations for business, engineering, scientific, architectural, educational, training, or sales purposes; includes modeling, 3D editing, animating, rendering, texture mapping, cameras, and lighting.

3 credits; 2 lecture hours and 3 laboratory hours per week.

Overall Course Objectives

Upon completion of this course the student will be able to:

1. Navigate the Max interface.
2. Use the viewport control buttons to control the view.
3. Access commands using various options.
4. Use naming and color conventions to create standard primitives.
5. Loft objects.
6. Draw objects with precision.
7. Edit, transform, and modify objects.
8. Illuminate and render a scene using proper lights and cameras.
9. Create and apply materials.
10. Create a mapped material.
11. Animate a scene.

Major Topics

1. Introduction to the Max Interface Layout
2. Creation of Standard Primitives
3. Lofted Objects
4. Using Snaps and Keyboard Entry
5. Selection Controls
6. Object Editing and Modification
7. Lights and Cameras
8. Basic Materials
9. Mapped Materials

10. Rendering a Scene
11. Environmental Effects
12. Basic Animation
13. Motion Controllers

Course Requirements

Grading/Exams: Grading procedures will be determined by the individual faculty member and will include the following:

1. Graded exercises
2. Periodic tests
3. Comprehensive final examination
4. Final Project

Other Course Information

This course is a core course in the CADD curricula.
This course is taught in a computerized environment.
There are 2 lecture and 3 laboratory hours per week.