

Course Outline
CADD 152
Intermediate Rendering and Technical Animation
3 semester hours

The Community College of Baltimore County

Description

Intermediate Rendering and Technical Animation

Teaches the production of engineering and architectural renderings and animated presentations for business, educational, and sales purposes; includes creating the illusion of detail, animating and rendering AutoCAD© files, scanning images, using clip models, bitmaps, and animations, applying sound to animations, and transferring animations to VHS tape.

3 credits; 2 lecture hours and 3 laboratory hours per week. Prerequisites: CADD 151.

Overall Course Objectives

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

1. Edit lofted objects and deformation curves.
2. Create compound objects and particle systems.
3. Describe various selection controls.
4. Apply volumetric lights and fog.
5. Apply perspective matching.
6. Use motion and animation controls to create animation in Max.
7. Use the interactive renderer to preview animation.
8. Describe the difference between forward and inverse kinematics.
9. Create rendered animations.
10. Describe the video post.
11. Add scene and image events.

Major Topics

1. Editing Shapes
2. Editing Meshes, Patches, and Splines
3. Editing Boolean Objects
4. Lights and Cameras
5. The Material Editor Interface
6. Material Mapping
7. Material Templates
8. Rendering
9. Environmental Effects
10. The Interactive Renderer
11. Motion Controllers

12. Linking Objects
13. Network Rendering
14. Video Post
15. Space Warps
16. Object Morphing

Course Requirements

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

1. Periodic tests
2. Comprehensive final examination
3. Class participation
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.