

Common Course Outline

CADD 151

Technical Presentation

3 Credits

The Community College of Baltimore County

Description

CADD 151 - Technical Presentation 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 2 laboratory hours

Prerequisites: None

Overall Course Objectives

Upon completion of this course students will be able to:

1. navigate the 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; and
11. animate a scene.

Major Topics

- I. Introduction to the software interface
- II. Creation of Standard Primitives
- III. Lofted Objects
- IV. Using Snaps and Keyboard Entry
- V. Selection Controls
- VI. Object Editing and Modification
- VII. Lights and Cameras
- VIII. Basic Materials
- IX. Mapped Materials
- X. Rendering a Scene
- XI. Environmental Effects
- XII. Basic Animation
- XIII. Motion Controllers

Course Requirements

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

Grading/Exams:

- Portfolio including a minimum of three graded exercises
- A minimum of three tests
- One comprehensive midterm and final examination (Two examinations)

Written Assignments: Students are required to use appropriate academic resources.

Other Course Information

This course is a core course in the CADD curricula. This course is taught in a computerized environment.