

ART/CSC/FST 220 - Fall 2019 Schedule

Week 1 : Aug. 22

- History of graphics
- Maya interface

Week 2 : Aug. 27 & 29

- Polygons

Week 3 : Sept. 3 & 5

- **University Closed - Hurricane Days**

Week 4 : Sept. 10 & 12

- Polygons
- Texture Mapping - Hypershade

Week 5 : Sept. 17 & 19

- Scripting for Polygons/Shaders
- **Test 0 - Modeling (Sept. 19)**

Week 6 : Sept. 24 & 26

- Curves and Surfaces
- Lighting

Week 7 : Oct. 1 & 3

- Rendering and Cameras
- NURBS

Week 8 : Oct. 8

- Subdivision Surfaces
- **Test 1 - Written (Oct. 8)**
- **No Thursday Class (Fall Break)**

Week 9 : Oct. 15 & 17

- Composition and Staging
- UV Mapping

Week 10 : Oct. 22 & 24

- UV Mapping
- Arnold Renderer

Week 11 : Oct. 29 & 31

- **Test 2 - Modeling (Oct. 29)**
- Character Modeling

Week 12 : Nov. 5 & 7

- Sculpting
- Paint

Week 13 : Nov. 12 & 14

- FX/Particle Systems - nSystems
- Keyframe Animation

Week 14 : Nov. 19 & 21

- Particle Systems - Bifrost
- Introduction to Character Animation

Week 15 : Nov. 26

- **Test 3 - Written (Nov. 26)**
- **No Thursday Class (Thanksgiving)**

Week 16 : Dec. 3

- Final project progress critiques
- Color Schemes