

ART/CSC/FST 220: Introduction to 3-D Computer Graphics



Spring 2010 Schedule

Eric Patterson, Ph.D.

(910) 962-7701

patterson@uncw.edu

| | | | | | | |
|--|--|--------|---------------------|----|----|----|
| Week 0 | January | | 6 | 7 | 8 | |
| Course Introduction | | | | | | |
| Week 1 | | 11 | 12 | 13 | 14 | 15 |
| History of Computer Graphics | | | | | | |
| M&A Lesson 01, Art pp. 2-10, Kerlow Ch. 1 | | | | | | |
| Week 2 | | 18 MLK | 19 | 20 | 21 | 22 |
| Image and Graphics Concepts | | | | | | |
| M&A Lesson 02, Art pp. 17-20, Kerlow Ch. 2,15 | | | | | | |
| Week 3 | | 25 | 26 | 27 | 28 | 29 |
| 3-D Space, Rendering Algorithms, Intro to RenderMan | | | | | | |
| M&A Lesson 03, Art pp. 12-14, Kerlow Ch. 2, 15 | | | | | | |
| Week 4 | February | 1 | 2 | 3 | 4 | 5 |
| 3-D Modeling Concepts, Intro to Maya | | | | | | |
| M&A Lesson 03, Art pp. 22-38, 63-66, Kerlow Ch. 3 | | | | | | |
| Week 5 | | 8 | 9 | 10 | 11 | 12 |
| Polygons | | | | | | |
| *Quiz 1* | | | | | | |
| M&A Lesson 05, Art pp. 77-80, Kerlow Ch. 4 | | | | | | |
| Week 6 | | 15 | 16 | 17 | 18 | 19 |
| NURBs | | | | | | |
| M&A Lessons 06-07, Art pp. 67-76, Kerlow Ch. 5 | | | | | | |
| Week 7 | | 22 | 23 | 24 | 25 | 26 |
| Subdivision Surfaces | | | | | | |
| M&A Lessons 09-11, Art pp. 81-86 | | | | | | |
| Week 8 | March | 1 | 2 | 3 | 4 | 5 |
| Surface Shading | | | | | | |
| *Quiz 2* | | | | | | |
| M&A Lessons 04, 08, Art pp. 116-126, 185-194 | | | | | | |
| Spring Break | | 6 | 7 | 8 | 9 | 10 |
| Week 9 | | 15 | 16 | 17 | 18 | 19 |
| Lighting and Rendering | | | | | | |
| Art pp. 140-152, 158-174, 179-180 | | | | | | |
| Week 10 | | 22 | 23 | 24 | 25 | 26 |
| Advanced Surface Shading | | | | | | |
| *Project 2 Due* | | | | | | |
| M&A Lessons 04, 08, Art pp. 127-138 | | | | | | |
| Week 11 | April | 29 | 30 | 31 | 1 | 2 |
| Principles of Animation | | | | | | |
| *Quiz 3* | | | | | | |
| Art pp. 7-8, 15-16, 44-48, Kerlow Ch. 10 | | | | | | |
| Week 12 | | 5 | 6 | 7 | 8 | 9 |
| Graph Editor | | | | | | |
| Registration opening | | | | | | |
| M&A Lesson 25, Art pp. 49-60, Kerlow Ch. 11-12 | | | | | | |
| Week 13 | | 12 | 13 | 14 | 15 | 16 |
| Virtual Cinematography & Advanced Rendering | | | | | | |
| *Quiz 4* | | | | | | |
| Art pp. 153-156, Kerlow Ch. 7 | | | | | | |
| Week 14 | | 19 | 20 | 21 | 22 | 23 |
| Maya Architecture | | | | | | |
| Kerlow Ch. 6 | | | | | | |
| Week 15 | December | 26 | Last day of classes | | | 29 |
| MEL & Python | | | | | | |
| Art pp. 31-32, 41-42 | | | | | | |
| Exam Date: | Thursday, April 29, 11:30 a.m. - 2:30 p.m. | | | | | |
| | *Project 3 Due* | | | | | |

"There is nothing worse than a brilliant image of a fuzzy concept."
-- Ansel Adams

Required Texts

- **Modeling & Animation Handbook** (Learning Autodesk Maya 2008), Autodesk Maya Press

Optional Texts

- *The Art of 3D Computer Animation and Effects* by Issac Kerlow
- *The Art of Maya* by Tim Brown, et al
- *Maya Visual Quickstart Guide*