

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



Spring 2009 Schedule

Eric Patterson, Ph.D.

(910) 962-7701

patterson@uncw.edu

Week 0	January			7	8	9	
Course Introduction							
Week 1		12	13	14	15	16	
History of Computer Graphics							
<i>Handbook pp. 16-32, Art pp. 2-10, 3D Ch. 1, Kerlow Ch. 1</i>							
Week 2	September	19 MLK	20	21	22	23	
Image and Graphics Concepts							
<i>Handbook Lesson 02, Art pp. 17-20, 3D Ch. 1, Kerlow Ch. 2,15</i>							
Week 3		26	27	28	29	30	
3-D Space, Rendering Algorithms, Intro to RenderMan							
<i>Art pp. 12-14, 3D Ch. 1, Kerlow Ch. 2, 15</i>							
Week 4	February	2	3	4	5	6	
3-D Modeling Concepts, Intro to Maya, Maya Architecture and MEL Intro							
<i>Art pp. 22-38, 63-66, 3D Ch 2., Kerlow Ch. 3</i>							
Week 5		9	10	11	12	13	
Polygons							
<i>Handbook Lesson 03, Art pp. 77-80, 3D Ch. 4, Kerlow Ch. 4</i>							
<i>*Project 1 Due*</i>							
Week 6		16	17	18	19	20	
NURBs							
<i>Handbook Lessons 05-08, Art pp. 67-76, 3D Ch. 5, Kerlow Ch. 5</i>							
Week 7		23	24	25	26	27	
Subdivision Surfaces							
<i>Handbook Lessons 09-11, Art pp. 81-86, 3D Ch. 6</i>							
Week 8	March	2	3	4	5	6	
Surface Shading							
<i>Handbook Lesson 04, Art pp. 116-126, 185-194, 3D Ch. 7</i>							
<i>*Quiz 2*</i>							
<< --- Spring Break March 9 - 13 --- >>							
Week 9		16	17	18	19	20	
Lighting and Rendering							
<i>Art pp. 140-152, 158-174, 179-180, 3D Ch. 10, 11</i>							
Week 10		30	31	1	2	3	
Texture/Attribute Maps and Layout							
<i>Art pp. 127-138, 3D Ch. 10, 11</i>							
Week 11	April	6	7	8	9	10	
Advanced Surface Shading & Rendering							
<i>Kerlow Ch. 6</i>							
<i>*Quiz 3*</i>							
<<--- Easter Break --->							
Week 12		13	14	15	16	17	
Principles of Animation							
<i>Art pp. 7-8, 15-16, 44-48, 3D Ch. 3, 8, Kerlow Ch. 10</i>							
Week 13		20	21	22	23	24	
Graph Editor							
<i>Handbook Lesson 25, Art pp. 49-60, 3D Ch 8, 9, Kerlow Ch. 11-12</i>							
Week 14		27	28	29	30	1	
Virtual Cinematography							
<i>Art pp. 153-156, Kerlow Ch. 7</i>							
<i>*Quiz 4*</i>							
<i>Exam</i>							
Week 15	May	4	5	6			
<i>Exams Continued</i>							

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

Required Texts

- *Learning Autodesk Maya 2008: The Modeling & Animation Handbook*

Optional Texts

- *The Art of 3D Computer Animation and Effects* by Issac Kerlow
- *3D for Beginners* by Dariush Derakhshani
- *The Art of Maya* by Tim Brown, et al
- *Maya Visual Quickstart Guide* by Danny Riddell, et al.

Exam Date: Wednesday, April 29, 2008 from 3:00 - 6:00 p.m.
Final Project Due