

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



## Spring 2012 Schedule

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

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

### Required Texts

- **Modeling & Animation Handbook** (Learning Autodesk Maya 2010 or 2008)

### 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*

Exam Date: Section 1: Thursday, May 3, 11:30 a.m. - 2:30 p.m.

\*Final Project\* Section 2: Tuesday, May 8, 3:00 - 6:00 p.m.