

Clackamas Community College

Online Course/Outline Submission System

 Show changes since last approval in red

Print

Edit

Delete

Back

Reject

Publish

Section #1 General Course Information**Department:** Art/DMC**Submitter**

First Name: Nora

Last Name: Brodnicki

Phone: 3036

Email: norab

Course Prefix and Number: DMC - 132**# Credits:** 3**Contact hours**

Lecture (# of hours): 22

Lec/lab (# of hours): 22

Lab (# of hours):

Total course hours: 44

For each credit, the student will be expected to spend, on average, 3 hours per week in combination of in-class and out-of-class activity.

Course Title: Video Game 3D Modeling**Course Description:**

This course is intended for students interested in pursuing a career in 3D modeling and/or 3D Video Game Art Production. Upon completion of the course, students will have a working knowledge of tools and navigation in 3Ds Max along with techniques and pipeline familiarity in video game art production. These skills will be usable in conjunction with motion capture animations. Students will also learn the importance of deadlines, file management and organization.

Type of Course: Lower Division Collegiate

Is this class challengeable?

No

Can this course be repeated for credit in a degree?

No

Is general education certification being sought at this time?

No

Does this course map to any general education outcome(s)?

No

Is this course part of an AAS or related certificate of completion?

Yes

Name of degree(s) and/or certificate(s): Elective to the DMC AAS degree

Are there prerequisites to this course?

Yes

Pre-reqs: ART-106 or DMC-106 or instructor consent

Have you consulted with the appropriate chair if the pre-req is in another program?

No

Are there corequisites to this course?

No

Are there any requirements or recommendations for students taken this course?

Yes

Recommendations: Take DMC-250, DMC-104, DMC-107/ART-107

Requirements: None

Are there similar courses existing in other programs or disciplines at CCC?

No

Will this class use library resources?

Yes

Have you talked with a librarian regarding that impact?

No

Is there any other potential impact on another department?

No

Does this course belong on the Related Instruction list?

No

GRADING METHOD:

A-F or Pass/No Pass

Audit: Yes

When do you plan to offer this course?

 Not every term **Not every year**

Is this course equivalent to another?

If yes, they must have the same description and outcomes.

No

Will this course appear in the college catalog?

Yes

Will this course appear in the schedule?

Yes**Student Learning Outcomes:**

Upon successful completion of this course, students should be able to:

1. demonstrate fundamental knowledge of all aspects and 3D space and modeling theory,
2. implement basic asset objects for 3D environments,
3. produce a 3D character for a Motion Capture environment,
4. demonstrate proficiency in 3DS Max,
5. demonstrate an ability to use appropriate 3D tools such as lathe tool, loft tool, and boolean,
6. create a portfolio of 3D assets and characters.

This course does not include assessable General Education outcomes.

Major Topic Outline:

1. Introduction to 3DS Max Workflow.
2. 3D object modeling.
3. Intro to character modeling.
4. Integration of Motion Capture sessions to 3D models and environments.
5. Basic 3D character rigging.
6. Processing and cleanup of data.
7. Rendering and Output.

Does the content of this class relate to job skills in any of the following areas:

- | | |
|--------------------------------|-----------|
| 1. Increased energy efficiency | No |
| 2. Produce renewable energy | No |

- 3. Prevent environmental degradation **No**
- 4. Clean up natural environment **No**
- 5. Supports green services **No**

Percent of course: 0%

Section #2 Course Transferability

Concern over students taking many courses that do not have a high transfer value has led to increasing attention to the transferability of LDC courses. The state currently requires us to certify that at least one OUS school will accept a new LDC course in transfer. Faculty should communicate with colleagues at one or more OUS schools to ascertain how the course will transfer by answering these questions.

1. Is there an equivalent lower division course at the University?
2. Will a department accept the course for its major or minor requirements?
3. Will the course be accepted as part of the University's distribution requirements?

If a course transfers as an elective only, it may still be accepted or approved as an LDC course, depending on the nature of the course, though it will likely not be eligible for Gen Ed status.

Which OUS schools will the course transfer to? (Check all that apply)

Identify comparable course(s) at OUS school(s)

How does it transfer? (Check all that apply)

:

First term to be offered:

Specify term: Summer 2014
