

Clackamas Community College

Online Course/Outline Submission System

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Section #1 General Course Information

Department: Art/DMC

Submitter

First Name: Nora
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Course Prefix and Number: DMC - 132

Credits: 3

Contact hours

Lecture (# of hours):
Lec/lab (# of hours): 66
Lab (# of hours):
Total course hours: 66

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. Students will also learn the importance of deadlines, file management and organization.

Type of Course: Career Technical Supplementary

Can this course be repeated for credit in a degree?

No

What is the target audience/industry for this class?

Are there prerequisites to this course?

Yes

Pre-reqs: DMC-131 or 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?

No

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. demonstrate proficiency in 3DS Max;
4. demonstrate an ability to use appropriate 3D tools such as lathe tool, loft tool, and boolean;
5. 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. Basic 3D character rigging.
5. Processing and cleanup of data.
6. 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%

First term to be offered:

Specify term: Summer 2014
