COURSE SYLLABUS

COURSE TITLE: **3D Video Games Creation: Characters and FX's**

COURSE#:   **637**

INSTRUCTOR: **Robert Schuchman**

EMAIL: **Bob@schuchman.com**

TIME: **Tuesday-Thursday 3:45-6:45**

LOCATION: **SoCal ROC - Room B-201**

BOOKS/SUPPLIES: **Optional- Thumb drive if you want to save copies of your projects. Note the software used in this course, 3DS Max and UDK is available free for students - downloadable on the web**

COURSE LENGTH: One semester - 108 classroom hours

COURSE DESCRIPTION: Course builds on skills learned in "Intro to Video Game Design". Projects include character modeling and rigging and development using 3D Max and creating effects (Water, explosions, sounds etc.) within the UDK game editor.

LEARNING OBJECTIVES:
1. Develop character modeling skills, and standard 3D game effects.
2. Understand basic level building
3. Communicate using 3D/game terminology
4. Maintain a complete filing of system of all projects
5. Present projects in a professional manner

ASSIGNMENTS:
1. Complex interior and exterior maze scene. You will use various effects (fire, liquids, sounds, etc.)
2. A low poly character model of a boxer or other combatant
3. A low poly character model of a cyborg/mech.

GRADING: A midterm grade will be given based on the current overall quality of your work. The final grade will be based on the quality of your projects.

CERTIFICATES:
Students earning a grade of A or B earn a Certificate of Competency
Students earning a grade of C will earn a Certificate of Completion
Students earning a grade of D will earn no certificate

ATTENDANCE:

NOTE: IF YOU MISS MORE THAN 6 DAYS YOU CAN NOT PASS THIS CLASS.

NOTE: IF YOU MISS 4 DAYS IN A ROW, YOU WILL BE DROPPED.

PRINT THIS FORM. IF YOU ARE HIGH SCHOOL STUDENT, HAVE A PARENT/GUARDIAN SIGN. RETURN TO THE INSTRUCTOR BY THE END OF THE SECOND WEEK.

CLASSROOM RULES OF CONDUCT: See SoCal ROC Classroom Rules Handout

_____   _____   _____
Print Student's Name   Student Signature   Date

_____   _____   _____
Print Parent's Name   Parent's Signature   Date

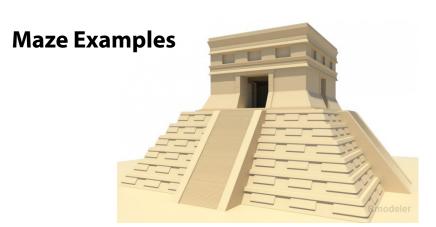# COURSE ASSIGNMENTS - 3D Video Games: Characters & Effects

Chracters & FX takes you further into Unreal4 and 3D Max. You'll spend the first few weeks exploring the software and earning a few new techniques with the ultimate goals of creating a maze level with original characters modeled by you in 3D Max. The models will be rigged and animated then imported into Unreal 4. FX's like attaching flames and making dust tracks will populate the level

Maze Examples

Last. There's nothing in this course worthy of anxiety. The software may seem confusing at first but after a short time it will all become clear. If your attendance is good and you try, you will pass the class. Most important, have fun and be creative.