

Southern California Regional Occupational Center

COURSE SYLLABUS

COURSE TITLE:	3D Character Design & Animation
COURSE#:	658
INSTRUCTOR:	Robert Schuchman
EMAIL:	Bob@schuchman.com
TIME:	Monday-Wed 12:45-3:45
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, is available free for students at www.autodesk.com.
	It is recommended that you download and install this on your home system.

COURSE LENGTH: One semester - 108 Classroom Hours

COURSE DESCRIPTION: This semester class will cover the creation of 3D characters for use in film, video games, simulations and illustration. Primary program: 3DS Max. Adobe PhotoShop, Illustrator and After Effects are taught as support programs.

COURSE OBJECTIVES:

- 1. Develop a working knowledge of 3D Max
- 2. Understand fundamentals of vertebrate anatomy
- 3. Communicate using 3D terminology
- 4. Model various styles of characters.
- 5. Maintain a complete filing of system of all projects
- 6. Present projects in a professional manner as an assembled "Reel".

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 finished reel. (see examples)

- A 5 projects from the "Advanced" column.
- B 5 projects from the "Intermediate" column.
- C 5 projects from the "Beginning" column

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: Attendance effects the grade of the student as follows:

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 PROBABLY BE DROPPED.

CLASSROOM RULES OF CONDUCT: See SoCal ROC Classroom Rules Handout

Print Student's Name

Student Signature