COURSE SYLLABUS

COURSE TITLE: **3D Digital Animation**

COURSE#: **656**

INSTRUCTOR: **Robert Schuchman**

EMAIL: **Bob@schuchman.com**

TIME: **Tuesday-Thursday 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 class will cover the basic principles of 3D modeling and animation. The primary application used is AutoDesk's "3DS Max". Adobe PhotoShop, Illustrator and After Effects are taught as support programs.

LEARNING OBJECTIVES:
1. Develop a working knowledge of 3D Max.
2. Communicate using 3D terminology.
3. Maintain a complete filing of system of all projects.
4. Present a completed Reel/Portfolio by the end of the semester.

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 reel/portfolio.

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 PROBABLY 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