

3D Modeling & Animation Course Syllabus

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Course Description

This course covers the fundamentals of 3D modeling & animation using Autodesk Maya and Blender. We will also explore different 3D modeling & animation career paths and opportunities. These include but are not limited to Video Game Development, Film, Advertising, Design, Architecture, and Legal applications.

Course Objectives

By the end of this course, students will be able to:

- Understand concepts and tools related to 3D art production.
- Master skills basic to modeling, lighting, texturing, keyframe animation, dynamic animation, and rendering.
- Understand the fundamentals and applications of 3D art, design, and animation.

Required Materials

- Desktop computers and software are provided for student use in the classroom.
- Students will occasionally need something to write or sketch with.

Grading Policy

- Assignments: 40%
- Projects: 40%
- Participation: 20%

Class Policies and Expectations

- Attend class regularly and arrive on time.
- Actively participate in class.
- Complete assignments and projects by their due dates.
- Respect the equipment and classroom environment.
- Treat others with respect and provide constructive feedback.

Homework and Tutoring Times

- Because students are not expected to have access to high-speed computers and 3D software at home, all assignments and projects will be completed during class.
Homework is not typically assigned.
- If you need extra time or assistance with an assignment or project, tutoring is available before or after school upon request.
- 3D Modeling can be challenging at first, always ask for help if you are struggling!

Rubric for Assessment

Criteria	Excellent (25 pts)	Good (20 pts)	Satisfactory (15 pts)	Needs Improvement (10 pts)
Understanding of Concepts	Demonstrates deep understanding of concepts related to project/assignment	Shows good understanding of concepts related to project/assignment	Shows basic understanding of concepts.	Lacks understanding of concepts.
Technical Skills	Shows mastery of tools and techniques	Proficient with tools and techniques.	Shows some proficiency with tools and techniques.	Needs significant improvement
Creativity and Originality	Highly creative and original work	Work shows a good amount of creativity	Work shows some creativity	Lacks creativity
Participation and Effort	Always engaged and participates	Mostly engaged	Occasionally engaged	Rarely participates

South Plains College Dual Credit & Syllabus Statements

Students who successfully complete this course can receive dual credit through South Plains College. Use the link below to view the South Plains College syllabus statements:

<https://www.southplainscollege.edu/syllabusstatements/>

This syllabus provides a clear outline of expectations and requirements for the 3D Modeling & Animation course. Please review it carefully and feel free to reach out with any questions.

Classroom 3D Printers

To reward hard work and creativity throughout the school year, we will use a system for learning how to use the 3D printers and ultimately take home 3D objects that you have created in class:

- For each 3D Modeling & Animation project (excluding introductory projects), I will allow the class to anonymously vote on their favorite finished results.
- Winners for each project will be allowed to print a model from their project and take it home with them

3D Printers are NEVER to be operated by a student alone