

## CENTER COMMUNICATION TECHNOLOGY – 3D Modeling & Animation 2

### COURSE DESCRIPTION AND EXPECTATIONS

**Instructor:** Mr. Esparza

**Credit:** 10 Semester Hours for one year

**ACC Credit: Concurrent enrollment**

**Prerequisite:** 3D modeling & Animation 1

**Phone:** 720-423-7135

**E-mail:** jerry\_esparza@dpsk12.org

### COURSE DESCRIPTION

This course is the Advance level in the 3D strand. Advance 3d software, graphic editing software, video editing software, video effect software, planning software, and blogging tools will be used to teach the class. Topics include: Character modeling, texturing, lighting, storytelling, team collaboration, project planning, animation and design principles. Students will learn new skills and begin creating projects that will demonstrate their knowledge skills in the course content of the class. Students will be given the opportunity often to reflect on their work and demonstrate their understanding of key concepts in 3D. SkillsUSA will be integrated into the lesson plans to facilitate collaboration and career goals.

### MATERIALS

Many of the classroom lessons are video tutorials. Therefore, students are required to have their own **headphones** everyday in class. Not having headphones will prevent students from doing their blog response and having full access to the class tutorials. Coming without headphones will keep students from doing the assignment and will cause them to get behind with their class assignments. (I will have headphones available for sale if a student desires to purchase them)

Headphone must be obtained by **Aug. 23rd, 2019.**

### FEES

There is a **\$60** fee for this class. This fee pays for software and school supplies. Please give the money to Mr. Esparza by **Friday August 23rd, 2019.** Checks should be made payable to **Thomas Jefferson High School.** Credit card payment can be made at the Treasures office, or the TJ website using My Schoolbucks link. This fee should have been paid at the time of registration.

### CLASS RULES AND PROCEDURES

Please refer to the attached CCT Magnet class rules for details of the behavior and procedures that will be followed in class. You may also refer to the web site ([jesparza.tjspartans.org](http://jesparza.tjspartans.org))

### MAKE-UP and LATE WORK

**Excused Absence:** The student will be allowed one day for each day absent, plus one extra day to make up work and tests missed.

**Unexcused Absence:** The student receives a grade of no more than %50 of any work missed as a result of an unexcused absence.

**Late Work:** I realize there will be times when unforeseen circumstances (particularly with computers) make it difficult for work to be completed on time. Students need to work out a plan with the teacher if such situations occur. After the due date, grades points will decrease daily by 5% up to 50% of possible points. Please plan for the unexpected when completing assignments so that there is ample time to complete all work on time.

**Open Lab:** The lab is only open three days a week during lunch period, and by 7:00am most mornings

### GRADING and POSTING of GRADES

Grading will be based upon assignments, blogging projects, and participation. There may be a group project where individuals will be responsible for their share of the group project. There will also be a team grade. Your grade is cumulative for one semester. Students with a grade less than a C need to come during Office Hours to get caught up with missing work. For Athletic eligibility, assignments due by Thursday of each week will be posted for sports eligibility. Grades are pulled from the grade book every Monday to determine eligibility.

## GRADING SCALE

90-92.9%= A-	93-100% = A	
80-82.9%=B-	83-86.9=B	87-89% = B+
70-72.9%=C-	73-76.9%=C	77-79% = C+
60-62.9%=D-	63-66.9=D	67-69% = D+ Below 60% = F

## COURSE CONTENT

Course content will include, but is not limited to:

### A. 3D Animation and Rigging

- Polygonal geometric modeling of characters
- Character rigging of models
- Advance MoGraph and dynamics
- Deformers
- Applying the principles of animation

### B. Creating 3D with Industry Standard Software (Advance techniques)

- Character modeling
- Using advance feature for animation
- Advance rendering option

### C Compositing in Video Editing Software

- Storyboarding
- Story scripting
- Importing 3d files
- Editing clips
- Adding text
- Adding sound
- Transitions

### Demonstrate Technology Professional Skills

- Collaborate with others to design a website with a team of 2-3 students
- Develop task management chart to monitor progress- Managing time
- Develop task management for share distribution of work task.
- Demonstrate the ability to present project to a group of others.
- Facilitate a way to network via technology with teammate to encourage communication.
- Look for solutions and stay positive when troubleshoot problems.
- Think outside the box- Be innovation and creative when problem solving.
- SKillsUSA Essential Framework and Traits of a Young Professional

### G. Career Awareness

- Post secondary school opportunities
- Career opportunities research

## ASSIGNMENTS:

**Participation:** Being in class on time, staying on assigned task (no internet surfing), bring your headphones

**Personal Management:** Setting goals, responsibilities and timelines, organized folders, back up working files

**Daily Assignments:** Watch or read tutorial, complete skill building assignments, turn in assignment

**Project:** There will be two RFPs assignment projects.

**SkillsUSA:** Participate in the SkillsUSA in house competition is mandatory. Five additional meetings or program involvement will be required as homework.

**Final:** There will be a project final at the end of semesters. Weighed grade is 35% of the 1<sup>st</sup> and 2<sup>nd</sup> semester grade.