AN3D 4290 - ADVANCED 3D COMPUTER MODELING + TEXTURING

Credits: 3

This senior-level course focuses on modeling and digitally sculpting assets for games and animation. Assets include a character and environmental prop. Works created in this course will contain a higher level of detail in their geometry and textures than in sophomore and junior-level courses. Upon successful completion of this course, students will have produced production quality assets ready for games and animation.

Prerequisites: AN3D 2320 - 3D Computer Lighting + Materials

| Course Learning Outcomes: | Exceeding | Meeting | Developing | Not meeting | Program Outcomes | New Institutional Outcomes |
|--|---|---|---|--|------------------|---|
| Utilizes special 3D modeling tools and techniques. | Student utilized special tools and techniques at an exceptional level | Student utilized special tools and techniques at a satisfactory level | Student utilized special tools and techniques at a minimal level | Student did not use special tools and techniques in a measurable way | 3D13D33D43D53D6 | Design Competence, Critical Thinking |
| Creates high-quality 3D digital environments. | Digial environments are of high quality possessing attention to detail and contain a level of polish that makes them portfolio ready. | Digial environments are well thought out and finished but there is some lack of attention to detail and the level of polish isn't quite appropriate for portoflio work | Digial environments are not complete and require additonal polish. Environment is lacking attention to detail and is in need of addiditional work in order to be considered portfolio work. | Digital environments incomplete and are in need of a great amount of work in order to be considered for portfolio submission. Lack of any polish or detail. | 3D13D33D43D53D6 | Design Competence, Critical Thinking Cultural Competence, Communication Competence |
| Develops high-fidelity 3D digital characters. | Models are of production quality and have appropriate topology. | Some models are of production quality but addtional work is needed. Some topology corrections are needed | Modes and textures are not quite ready for production and require additional polish. | No models or textures are of production quality. | 3D13D33D43D53D6 | Design Competence, Critical ThinkingCultural Competence, Communication Competence |
| Utilizes Zbrush and/or Mudbox. | Digital sculpting was used exceptionally and attention to detail is prevalent. | Digital sculpting software was used effectively but is in need of refinement. | Digital Sculpting software was used at a basic level. Models are lacking in detail expected from the sculpting process. | Digital sculpting software may have been used but not effectively. Total lack of sculpted detail. | 3D13D33D43D53D6 | Design Competence, Critical ThinkingCultural Competence, Communication Competence |