REQUIRED TEXTBOOK
Learning Maya 6 Foundation
ISBN: 1-894893-61-1

INSTRUCTIONAL PROCEDURES
A. Assigned readings
B. Lectures and classroom demonstrations
C. Critique and discussion of student work

GRADING CRITERIA
Your final grade will be based on the following grading criteria:
Sketch book, classroom quizzes and in-class projects:
30% of final grade
Projects:
70% of final grade

Each project’s grade will be based on the following grading criteria:
Classroom work showing collaboration, participating, peer evaluation, and demonstration of thinking and studio skills:
50% of project grade
Presentation:
50% of project grade

MATERIALS NEEDED
USB Flash Drive 512MB or Better
Drawing Pencils, Kneaded Eraser
Paper for sketching and planning

STUDENT REQUIREMENTS
A. To have a complete understanding of all assignments, class attendance is required. ATTENDANCE IS IMPORTANT.
   1. During the semester ONE absence will be permitted, after which further absences will reduce a student’s final grade. (Two absences will result in the loss of one letter grade. Three absences will be considered cause for withdrawing/failing the student from the course.)
   2. TWO late arrivals will equal ONE absence.
B. All assigned projects will be discussed by the professor on the assigned date only. If you miss this discussion, it is your responsibility to ask a fellow classmate for the assignment and complete the project for submission on the scheduled due date.
C. All assigned projects must be completed and handed in on its due date for full credit. The grade will be deducted 5 points for every class day the assignment is after its due date.
D. All grades are averaged and weighed by the grading criteria. Even if “A” work has been done for the semester, an “A” for a final grade will not be given if a project/paper is missing from the grading criteria. Each project will have its own grading evaluation.
E. All assigned readings will have quizzes to test your knowledge.
F. You must come to class prepared to participate in all class critiques and classroom assignments/studio time. You are expected to have the necessary tools and supplies to fully participate in all classroom exercises and show strong work habits.
G. Respect for the property and others in the classroom. Student conduct policy for this course prohibits the following behaviors: a) eating or drinking in class; b) excessive or distracting conversation; c) use of computer, mouse or keyboard during lecture; d) unauthorized use of computer equipment; e) academic dishonesty on any test, research, or course work; f) destruction, unauthorized transfer or alteration of files; and g) disruption of class by use of cellular phones or audible beepers. In accordance with College policy, any student guilty of the above may be receive a failing grade, be dismissed from the class, and/or be referred for further discipline proceedings.
H. Retain all work completed through the semester for an end-of-the-semester portfolio review.

COURSE OBJECTIVES
This course will enhance one’s development in the techniques and skills necessary for the graphic design profession. The practical exercises assigned will mould the learner for the following objectives:
1. Demonstrate skills in computer software techniques
2. Distinguish how 3D artists break out of their 2D existence, work and think in another dimension
3. Demonstrate ability to gather and utilize information from a variety of sources in a variety of modes
4. Define the sequential steps involved in problem definition, information gathering, idea finding, solution finding and implementation
5. Use the vocabulary of terms necessary to identify, define, describe, compare and contrast the basic design components
6. Demonstrate the esthetic use of line, plane, mass and space on the three-dimensional field
7. Distinguish the use of manipulating direction, balance, axis, orientation, and relationship of the form
8. Illustrate the quality of modeling with lighting, material and color to bring realism and imagination to the surfaces of a 3D object
9. Present several rendering techniques of basic components for a creative solution
10. Observe and analyze the basic methods of amplifying optical effect and unifying the composition
11. Explore and use critical analysis to display the proper view of the crafted 3D object
12. Investigate the construction of multiple objects to create a single scene and a family of objects

ASSIGNED PROJECTS
Readings in the required book and handouts will be tested through these projects. Projects are subject to change as the semester progresses.

Week 1: Overview of the 3D environment
       Read Introduction

Week 2: The Maya Workspace
       Begin Project One Lessons 1 & 2

Week 3: Particles and Rendering
       Project One Lessons 3 & 4

Week 4: Hierarchies and Dependencies
       Project One Lessons 5 & 6

Week 5: Organic Form
       Project Two Lessons 7 & 8

Week 6: Animation
       Project Two Lessons 9, 10 & 11

Week 7: Polygonal and Nurbs Modeling
       Project Three Lessons 12 & 13

Week 8: Visual Effects
       Project Three Lessons 14 & 15

Week 9: Character Control
       Project Four Lessons 16 & 17

Weeks 10: Non-Linear Animation
          Project Four Lessons 18 & 19

Weeks 11-14: Final Project

Week 15: Semester Presentations

GRADING SCALE:
A  Exceptional; means objectives of the assignment are fully understood as applied to the particular assignment and an intriguing balance exists between clear communication of the message and creativity. The assignment is executed with impeccable craftsmanship, accuracy, and neatness. The assignment exists as part of the complete design development. A quality piece of work.
B  High; objectives are met and design principles are primarily well understood. May be lacking in overall design quality, craftsmanship, clarity, or design development. Good overall effort.
C  Average; the minimum requirements of the assignment have been met but not exceeded. Extra effort and insight into development of the basic assignment are necessary to produce higher quality work.
D  Below average; there exist problems in completely understanding the concept or objectives of an assignment. Incompleteness in several areas of craftsmanship, design, creativity, clarity, or development are also apparent.
F  Unacceptable; do assignment over. See instructor immediately for further clarification.