Textbook: There are no textbooks required for this course.


Objectives: This class introduces students to 3D computer-generated imagery as it is used in the field of visual effects, and to the technical aspects of the field. The main emphasis of the class will be placed on understanding fundamental concepts of 3D modeling, texturing, lighting, rendering, and some compositing. The Maya software will be used. The class is taught from the perspective that it seeks to introduce and prepare students for a typical production studio work environment.

Homework: Several homework assignments and projects will be given throughout the class, and a final project will be due at end of the semester. All work will be done in Maya 2015, with some programming in MEL and/or Python.

Grading: Considering the simulated “production studio environment” approach to this class, deadlines will be treated in class just as they are treated in the industry: late work will incur severe penalty.

Homework: 20 %
Class Participation: 5 %
Project 1: 15 %
Project 2: 15 %
Project 3: 15 %
Midterm 10 %
Final Project: 20 %