WILMINGTON UNIVERSITY
COLLEGE OF TECHNOLOGY
BASIC COURSE INFORMATION

COURSE NUMBER: DSN301
COURSE TITLE: Introduction to 3D

I. LEARNING OUTCOMES AND GOALS

Primary goals are the ability to create base level models using polygons, NURB objects (Sweep, Extrude, Hyper), apply textures and create stills and animation examples. Secondary goals include point level and face level editing and manipulation, selection texturing and realistic renders.

GOAL A: To learn the basic concept of working in a 3D application

Learning Outcomes: The student will:
A-1. Demonstrate the ability to create primitive objects
A-2. Demonstrate the ability to navigate the interface
A-3. Demonstrate the knowledge of menu items

GOAL B: To learn primitive modeling

Learning Outcomes: The student will:
B-1. Learn to build complex objects from simple shapes and splines
B-2. Learn use splines in conjunction with NURB objects
B-3. Learn the advantages and disadvantages of building objects
B-4. Learn project management

GOAL C: To learn how to tell a story using the objects they created

Learning Outcomes: The student will:
C-1. Demonstrate ability to clearly communicate ideas
C-2. Demonstrate ability to properly use the modeling tools
C-3. Demonstrate ability to create complex elements

ACTIVITIES:
Book exercises related to real world experiences.
Troubleshooting common mistakes.
In class exercises to review lectured material.

SUPPLEMENTAL OBJECTIVES:
Be familiar with the other applications that could be used along with 3D applications
Use their existing skills from other classes and apply them to a 3D environment.
Develop an ‘eye’ for 3D, learn how to critique objects and scenes for realism.
**External Storage Requirement:**
Students are required to supply their own external storage (ie., SD card, external hard drive, etc.)
See Course Blackboard for instructor’s directive for your course. Memory cards are NOT supplied with cameras and video equipment.