COURSE NUMBER: DSN302

COURSE TITLE: 3D Modeling Techniques

I. LEARNING OUTCOMES AND GOALS

GOAL A
A-1. Student will be able to create and apply textures
A-2. Student will be able to edit and manipulate textures
A-3. Student will be able generate textures from within the 3D application

GOAL B
B-1. Student will be able to render realistic models
B-2. Student will be able to render realistic characters
B-3. Student will be able to render realistic environments

GOAL C
C-1. Student will be able to light textures
C-2. Student will be able to collect and manage textures
C-3. Student will be able to create sub-surface textures that interact with environment

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.