

**WILMINGTON UNIVERSITY
COLLEGE OF TECHNOLOGY
BASIC COURSE INFORMATION**

COURSE NUMBER: ANI 321

COURSE TITLE: Introduction to 3D

I. MAJOR INSTRUCTIONAL OBJECTIVES:

Objective A: Learn the basic concept of working in a 3D application

- 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

Objective B: Learn primitive modeling

- 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

Objective C: Learn how to tell a story using the objects created

- 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

SUPPLEMENTAL OBJECTIVES:

Be familiar with the other applications that could be used along with 3D applications. Use existing skills from other classes and apply them to a 3D environment. Develop an
earn how to critique objects and scenes for realism.

II. CLASS PARTICIPATION:

Students are expected to attend class and participate actively and in a positive way. Questions and relevant observations are encouraged and enrich the experience of the entire class. Computers in the classrooms are intended to be used as tools to enhance the students' learning experience. Instant messaging, gaming, emailing, and surfing the web are distractions to the student, the surrounding students, and the instructor and constitute inappropriate behavior. Students are ethically obliged to avoid these and similar practices.

External Storage Requirement:

Students are required to supply their own external storage (ie., SD card, external hard drive, etc.) See Course Canvas page Memory
cards are NOT supplied with cameras and video equipment.

