

Bergen Community College

Division of Arts and Humanities

Department of Visual Arts

Course Syllabus

Course Designation, Number, and Title

ART-192: 3-Dimensional Animation I

Basic Information About Course and Instructor

Semester and year:

Section Number:

Meeting Times:

Locations:

Instructor:

Office Location:

Phone:

Departmental Secretary: [optional]

Office Hours:

Email Address:

Course Description

Official Catalog Course Description

This course concentrates on the use of state-of-the-art 3D animation software. Students become familiar with animation in a 3D environment using proper lighting, camera setup, design, and rendering capabilities. Class discussion and direct application of techniques focus on the use of desktop animation workstations in today's working environment.

Credits: 4 (2 lectures, 2 labs)

Prerequisites: None

Corequisites: None

Student Learning Outcomes

As a result of meeting the requirements of this course, students will be able to:

1. Use the tools, interface, and 3D animation capabilities of industry-standard software.
2. Identify key components of 3D graphics production.
3. Critically evaluate (aesthetically and technically) their own work and the work of others.
4. Propose, design, and create 3D graphic and photographic images on the computer.

Means of Assessment

Assessment in this course will be based on the quality of student art projects, which will demonstrate specific skills covered in the Course Content section.

Course Content

This course includes lectures, demonstrations, studio time, and both one-on-one and group critiques.

Major Topics Covered:

- The 3D digital environment and how to navigate it
 - Modeling geometry
 - Adding color and texture
 - Saving and showing 3D digital work
 - Animation techniques
 - Lighting the 3D environment
 - Digital cinematography in the 3D interface
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Course Texts and Other Study Materials

- Students must have access to media to save and back up coursework. BCC is not responsible for student work left on workstations.
 - Software and training materials used in class are available to students at no charge for academic use. These can be downloaded from the manufacturer's website and are available in the free-time labs.
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Research, Writing, and/or Examination Requirements

- Students will be evaluated based on completed projects, each addressing specific technical and creative challenges.
 - Projects should demonstrate originality, mastery of technical skills, and attention to detail.
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Grading Policy

- **A:** Exceeds expectations; shows originality, mastery of skills, and diligence.
 - **B:** Fully completed, technically competent, and demonstrates solid design decisions.
 - **C:** Completed with weaknesses in technique, creativity, or cohesiveness.
 - **D:** Partially complete or does not address assignment requirements.
 - **F:** Project not submitted or fails to engage with course material.
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Attendance Policy

All students are expected to attend every scheduled meeting of each course in which they are registered. Attendance and lateness policies will be determined by the instructor and included in the individual course outline. Attendance will be recorded for administrative and counseling purposes.

Other College, Divisional, and/or Departmental Policy Statements

- **Plagiarism and Academic Dishonesty:** Students must adhere to BCC's academic integrity policies.
 - **ADA Statement:** Students with documented disabilities should contact the Office of Specialized Services.
 - **Use of AI Tools:** See BCC's AI Guidance Resource Page for proper use.
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Student and Faculty Support Services

- **Accessibility Statement:** Contact the Office of Specialized Services at (201) 612-5270 or visit www.bergen.edu/oss for accommodations.
 - **Student Support Services:** Visit <https://bergen.edu/currentstudents/> for academic support, tutoring, and advising.
 - **Library Resources:** Access online research guides at <https://bergen.edu/library/>.
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Course Outline and Calendar

Week	Topic/Activity	Assignments/Events
1	Navigating the software	Tutorial
2	Modeling with primitives	Tutorial
3	Point, Edge, and Polygon Manipulation	Begin Project 1
4	Subdividing surfaces	Continue Project 1
5	Adding color and texture	Continue Project 1
6	NURBS	Continue Project 1
7	Saving work	Continue Project 1
8	3D Design Project Assignment	Finish Project 1 / Critique
9	Forward Kinematics	Begin 3D Design Project
10	Inverse Kinematics	Finish Project 3 / Critique
11	Lighting	Continue Project 2
12	Camera Placement and Control	Continue Project 2
13	Special Topics	Continue Project 2
14	Final Critique	Present Project 2

Note: This Course Outline and Calendar is tentative and subject to change, depending upon the progress of the class.
