



v c c . c a

CMPT 1040: Introduction to 2D/3D Asset Creation

EFFECTIVE DATE

September 2020

DEPARTMENT

VR and AR

DESCRIPTION

Students will compare and contrast industry approaches to designing and creating original 2D/3D characters, props and environments. Students will research, analyze and apply the fundamental techniques of modeling, sculpting, texturing, animation (environmental and character), and rigging. Through reference and research, students will develop an appreciation for what makes an appealing 2D/3D design suitable for use in a production pipeline.

CREDITS

3.0

YEAR OF STUDY

1st Year Post-secondary

PREREQUISITES

English 12 with a C+ or equivalent.

COREQUISITES

None

COURSE LEARNING OUTCOMES

Upon successful completion of this course, students will be able to:

- Navigate and customize the Maya interface
- Use different approaches to mesh creation and editing and explain best practices for these approaches
- Create materials, textures, hypershade, and UV maps
- Rig characters using skinning, blendshapes, and deformers
- Create animations using key frames in an animation editor

PRIOR LEARNING ASSESSMENT & RECOGNITION (PLAR)

Consult with department head. PLAR may be available based on evaluation of student's portfolio.

HOURS

Lecture: 30

Lab: 30

INSTRUCTIONAL STRATEGIES

Lectures, demonstrations, and guided practice in a computer lab

GRADING SYSTEM

Letter Grade (A-F)

PASSING GRADE

D

EVALUATION PLAN

Type	Percentage	Assessment activity
Assignments	45	3 assignments; 15% each
Quizzes/Tests	30	2 quizzes/tests; 15% each
Project	25	Final Project

COURSE TOPICS

- Introduction to Maya interface
- Introduction to modeling
- Mesh creation and editing
- Materials and textures
- Hypershade and UV mapping
- Introduction to rigging (skinning, blendshapes, deformers)
- Introduction to animation (keyframing and animation editor)

LEARNING RESOURCES

None

Notes:

- Course contents and descriptions, offerings and schedules are subject to change without notice.
- Students are required to follow all College policies including ones that govern their educational experience at VCC. Policies are available on the VCC website at:
<https://www.vcc.ca/about/governance--policies/policies/>.
- To find out how this course transfers, visit the BC Transfer Guide at <https://www.bctransferguide.ca>.

Broadway campus

1155 East Broadway
Vancouver, B.C. Canada
V5T 4V5

Downtown campus

250 West Pender Street
Vancouver, B.C. Canada
V6B 1S9

Annacis Island campus

1608 Cliveden Avenue
Delta, B.C. Canada
V3M 6P1

604.871.7000

VCC.ca

Generated at: 7:08 pm on Jan. 20, 2021