

Cuyahoga Community College, Eastern Campus

Visual Communication & Design

VC&D 2815 3D Design Studio

VC&D
2815
CRN: 52968

Recommended Reading



CINEMA 4D 10 Workshop
by Arndt von Koenigsmarck

<http://www.billsclass.com>

Summer 2009 (8 weeks)

Tuesdays & Thursdays, June 9th - July 30th

5:30 - 8:40 pm, Room ELA 132

Course Description

Advanced coursework in creating 3D graphics solution for Graphic Design, advertising, Illustration, Interactive Media and other VC&D disciplines. Coursework covers application of Cinema 4D and other 3D design tools, techniques, strategies and workflow for interdisciplinary application.

Prerequisite(s): VC&D-1400 & 140L or concurrent enrollment.

Course Objectives

Upon successful completion of VC&D 2811, the student should be able to:

- Demonstrate through presentation the necessary software and hardware required to develop a 3D animation for multimedia.
- Identify the requirements for developing industry standard advertisement for the web
- Compose a presentation of 3D graphics through the use of thumbnails, storyboards and other forms of preproduction and project planning.
- Construct 3D models using primitive geometry, complex geometry, lighting and material mapping for illustration, advertising or graphic design solutions
- Distinguish between linear and non-linear presentation and demonstrate appropriate use through presentation.
- Test and troubleshoot presentations
- Discuss copyright and ethical issues of multimedia development.

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Summer Office Hours

ELA 132-137 (VC&D Studio)

or ELA 223 (office)

Tuesday

10:00 am – 12:00 pm

5:00 pm – 5:30 pm

Thursday

10:00 am – 12:00 pm

5:00 pm – 5:30 pm



ADV. 3D Design

Spring 2008

Grading

Project Checklist

Snow Man
Robot
Building
Street & Lamp
Building Sign

City Scene

Inspirations

*ation Project

Projects & Grading

Micro Projects (20 points)

Various minor projects and exercises will be required throughout the course of the semester. See Project Checklist.

Preproduction & Presentation (10 points)

Students are required to develop preproduction in the form of reference, inspiration, thumbnails, mockups & concepts for presentation.

Project 1: **City Scene** (30 points)

Students will develop a 3D environment of a City/Neighborhood scene. The scene will include the following models; Street Lamp, Building, Building Sign, "Up in the Sky", Car and other elements to bring the scene to fruition. The completed scene will include animation. **Preproduction & Presentation are required for this project.*

Project 2: **Animation/Simulation/Illustration** (40 points)

Students will develop an project of narrative animation, product illustration/simulation or environmental visualization. The goal of the project is to tell a story, inform the viewer of how a particular product functions or how a specific subject interacts with its environment. **Preproduction & Presentation are required for this project.*

Extra Credit: **C4D Cafe Challenge** (10 points)

All students are welcome to earn extra credit by participating in any C4D Café Challenge. Challenge entries must conform to the rules established by the contest moderators and should be submitted prior to the final session of class. You can find the challenge entry at the following URL: <http://www.c4dcafe.com/ipb/index.php?showforum=148>

"The question of whether computers can think is just like the question of whether submarines can swim.."

Grading Scale

A ≤ 90 B ≤ 80 C ≤ 70 D ≤ 60 F ≥ 59

Course Schedule

June 9	Session 1	Intro to Cinema 4D Interface & Modeling Snow Man due session 2
June 11	Session 2	Modeling, Texturing & Lighting Basics Intro to Robot
June 16	Session 3	Materials, Rendering & Output Work on Robot, due session 4
June 18	Session 4	Intro to City Project Intro to Modeling & Custom Texturing
June 23	Session 5	Exploring Various Aesthetics of 3D
June 25	Session 6	Lights, Camera, Action! Intro to Animation
June 30	Session 7	Modeling from Reference Images Intro to Transportation Modeling
July 2	Session 8	<i>Net Render</i> Rendering Animations
July 7	Session 9	<i>Post Production</i> Using Imovie to edit and polish
July 9	Session 10	Presentation: City Scene
July 14	Session 11	Final Project Kickoff
July 16	Session 12	Refined Preproduction & Proof of Concept
July 21	Session 13	Cinema 4D Tips & Tricks
July 23	Session 14	Production: Individual Issues
July 28	Session 15	Production & Post: Render
July 30	Session 16	Final Presentation

Final
Presentation

Course & Department Requirements

Visual
Communication
& Design

Email Requirements: All students are required to check Tri-C student email on a regular basis or forward the Tri-C email to a personal account.

Attendance and Participation:

In this course, attendance and participation are not directly factored into the grading criteria, however, excessive absences or tardiness will inevitably undermine the success of your performance in class. All presentations, lectures, demonstrations and discussions are unique and can not be replicated. You are responsible for making up any missed content independently.

Assignments & Projects:

Assignments are required to be completed both in and out of class and with the assistance of BlackBoard. Students are required to use the Technology Learning Center located on the third floor of the ESS building as needed. Assignments are due on time as described by the course schedule. Late assignments will be reduced by one letter. Assignments are to be completed and prepared for presentation prior to the start of the class on the day they are due.

Classroom & Course Policies

Student will refrain from any disruptive behavior in the class and VC&D department areas. Disruptive behavior will not be tolerated.

When attending class, students should be prepared to be productive and engaged in classroom activities.

Students should refer to the College Student Handbook for policies governing this class. <http://www.tri-c.edu/studenthandbook/default.htm>. Copies of the College Student are available and can be obtained from the Office of Admissions and Records.

Students who require adaptive or special needs because of disability or medical condition, please contact the instructor, counselor or Access representative as soon as possible, so that appropriate arrangements can be made.

No food or drink will be permitted in class at any time.

The lab is a public space. Keep it clean, safe and free of distraction.

Do not access or copy files and folders that do not belong to you.

Check the College Catalog for last day to withdraw from this course. Students who fail to withdraw themselves from class by this date will result in a failing grade for the course. Withdrawing from a class must comply with appropriate protocol and procedures set forth by the college. A student's failure to attend classes shall not constitute an official withdrawal.

If you have any questions or concerns about the information in this syllabus, please contact the instructor.



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