Wayne County Community College District

COURSE SYLLABUS

VGD 271   Introduction to 3D Design

CREDIT HOURS: 4.00   **CONTACT HOURS:** 60.00

COURSE DESCRIPTION:

This course is an introduction to 3D modeling. This course is an advanced design concept course in the Video Game Design concentration. It is designed to give students in-depth understanding of gaming and game development. This course content will focus on a few production pipelines for development of 3D graphics for animation, while examining and discussing future trends in the Video Game Industry.

PREREQUISITE: *CIS 110, VGD 270*

EXPECTED COMPETENCIES: *Upon completion of this course, the student will:*

- Upon completion of this course, you should be able to:
- Understand the meaning of a comprehensive vocabulary of 3D graphic design terminology.
- Identify the responsibilities of members of a model and animation development team.
- Understand the basic design and building concepts of 3D models and environments for games.

ASSESSMENT METHODS:

Student performance may be assessed by examination, quizzes, case studies, oral conversation, group discussion, oral presentations. The instructor reserves the option to employ one or more of these assessment methods during the course.

GRADING SCALE:
90%-100% = A
80%-89.9%= B
70%-79.9%= C
60%-69.9%= D
<60% = E