

College of Professional and Technological Studies

Created 01/25/06

PROPOSAL SUMMARY AND ROUTING FORM

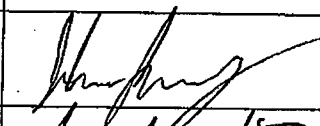
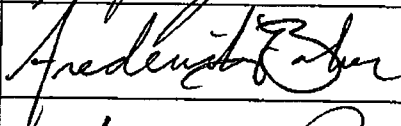
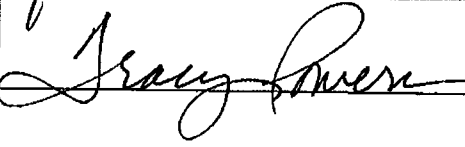
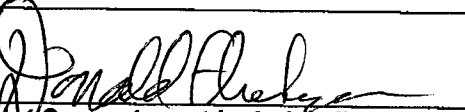
Proposal Title: Introduction to XSI

Initiating Unit or Individual: Cory Heald

Contact Person's Name: Cory Heald e-mail: healdc@ferris.edu phone: 616-451-4890

Date or Semester of Proposal Implementation: Spring 2009

- Group I - A – New degree/major or major, or redirection of a current offering
- Group I - B – New minors or concentrations
- Group II - A – Minor curriculum clean-up and course changes
- Group II - B – New Course
- Group III - Certificates
- Group IV – Off-Campus Programs

Group/Individual	Signature	Date	Vote/Action *
Program Faculty		10/3/08	<input checked="" type="checkbox"/> Support <input type="checkbox"/> Support with Concerns <input type="checkbox"/> Not Support
College Faculty		10/6/08	<input checked="" type="checkbox"/> Support <input type="checkbox"/> Support with Concerns <input type="checkbox"/> Not Support
Dean		10/7/08	<input checked="" type="checkbox"/> Support <input type="checkbox"/> Support with Concerns <input type="checkbox"/> Not Support
University Curriculum Committee			<input type="checkbox"/> Support <input type="checkbox"/> Support with Concerns <input type="checkbox"/> Not Support
Senate			<input type="checkbox"/> Support <input type="checkbox"/> Support with Concerns <input type="checkbox"/> Not Support
Academic Affairs		10/2/08	<input checked="" type="checkbox"/> Support <input type="checkbox"/> Support with Concerns <input type="checkbox"/> Not Support

* Support with Concerns or Not Support must include a list of concerns.

To be completed by Academic Affairs

 President (Date Approved) Board of Trustees (Date Approved) President's Council (Date Approved)

FORM A CONT.

1. Proposal Summary

Digital Animation and Game Design as a program is subject to technology developments within industry and must adopt those tools that industry favors to ensure relevant job skills for our students. There are two software packages that dominate the digital media market with regard to 3D modeling and animation – 3ds max and XSI – each with approximately a 50% market share. These two packages are now owned by the same company as of last year, so we waited to see what their strategy would be in hopes that they might combine the two. They have announced their strategy to maintain both packages and enhance communication between the two. The program currently supports one of those packages, so we feel it vital to introduce offerings that support the other. This class will serve as an entry point into working with XSI while we evaluate how this should impact other areas of the curriculum.

2. Summary of All Course Action Required*

a. Newly Created Courses to FSU:

Prefix	Number	Title
DAGD	290	Introduction to XSI

b. Courses to be Deleted From FSU Catalog:

Prefix	Number	Title
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c. Existing Course(s) to be Modified:

Prefix	Number	Title
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d. Addition of existing FSU courses to program

Prefix	Number	Title
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NEW COURSE INFORMATION FORM

See Sample: Limit to One Page.

Course Identification:

Prefix:	Number	Title
DAGD	290	Intro to XSI

Course Description:

This is a basic course in the fundamentals of working with XSI as it relates to 3D animation and game development. Topics include modeling, texturing, lighting, animation, and file transfer between 3ds max and XSI.

Course Outcomes and Assessments:

- I. Understand how XSI works and can be integrated into the production pipeline and verified through tests, tutorials, exercises, and assignments
- II. Demonstrate the ability to create, manipulate, and transfer 3d project files using XSI and evaluated through tests and assignments
- III. Rig and animate a bipedal character or equally complex dynamic structure and incorporate into a student project
- IV. Create and modify dynamic and particle systems as proven through exercises and tutorials
- V. Model, texture, light, animate and render a completed scene and/or sequence with assessments made to student projects

Course Outline including Time Allocation:

- I. Introduction (3 hours) - Understanding the course objectives as they relate to the software used and outcomes expected. Learning the basic interface of the software.
- II. Modeling (7 hours) - Identify the modeling systems available (including, but not limited to polygonal and nurbs modeling) and demonstrate successful modeling techniques.
- III. Modifiers (5 hours) - Utilize software modifiers to manipulate base geometry without impacting a permanent change on that geometry.
- IV. Texture and Material Application (5 hours) - Create and manipulate textures using imbedded tool paint system along with complex layered textures for organic and hair/fur materials.
- V. Rigging and Animation (8 hours) - Build rigging systems to create walk cycles and other complex actions.
- VI. Dynamic and Particle Systems (5 hours) - Create and modify dynamic systems and particle systems to simulate cloth, smoke, rain, fluid dynamics, and digital effects animation.
- VII. Scene Setup (7 hours) - Construct scenes to include geometry, cameras, lighting, rendering, and camera effects.
- VIII. File Import/Export (5 hours) - Integrate projects created in other software packages, manipulate those files, and export them to industry standard (FBX) formats.

CREATE A NEW COURSE

Course Date Entry Form

FORM F
Create Course
rev. 2/14/05

I. ACTION TO BE TAKEN: CREATE A NEW COURSE

Notes

1. Complete each item in section I and section II.
2. : If this course is to be used as a prerequisite for other university courses, Form Fs that reflect the prerequisite change must be submitted for those courses as well.

Term Effective: a. Semester Spring b. Year 2009 See instructions.

II. PROPOSED FOR NEW COURSE: Complete all sections of this part through Prerequisites. See instructions in manual for further clarification.

- a. Course Prefix DAGD b. Number 290 c. Enter Contact Hours or check Independent Study (X).
LECture hr/week LAB hr/week INDEpendent Study
Practicum: hr/semester Seminar: hr/week
- d. Full Course Title: Introduction to XSI
- e. Abbreviated Course Title: . (Abbreviate only if necessary. Use Arabic numerals. Limit to 26 characters and spaces.)
- f. Semester(s) Offered: Spring (See instructions for listing.) g. Max. Section Enrollment: 20

Credit Hours: Check (x) type and enter maximum and minimum hours in boxes.

h. Type: Variable Fixed i. Maximum Credit Hours 3 j. Minimum Credit Hours 3

k. Grade Method: Check (x) Normal Grading Credit/No Credit only (Pass/Fail)

m. May Be Repeated for Added Credit: Check (x) Yes No

n. Levels: Check (x) Undergraduate Graduate Professional

o. Does proposed new course replace an equivalent course? Check (x) Yes No

p. Equivalent course: Prefix Number See instructions on Replacement courses.

q. CATALOG DESCRIPTION – Limit to 75 words – PLEASE BE CONCISE.

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r. Prerequisites: (If no prerequisites, write "None") Limited to 60 spaces. DAGD 100.

UCC Chair Signature/Date: _____

Academic Affairs Approval Signature/Date: _____

To be completed by Academic Affairs Office: - Standard & Measures Coding and General Education Code

Basic Skill (BS) General Education (GE) Occupational Education (OC) G.E. Codes

Office of the Registrar use ONLY

Date Received: _____ Date Completed: _____ Entered: SIS [125 ___ 1D4 ___ 12R ___, 131 ___]