

Revised 7/23/07

PROPOSAL SUMMARY AND ROUTING FORM


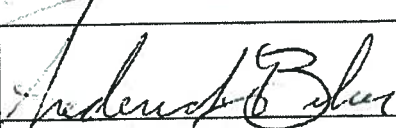
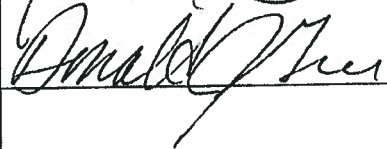
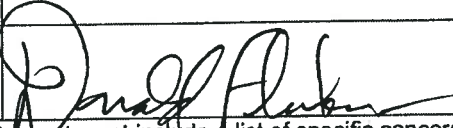
Proposal Title: Digital Animation & Game Design

Initiating Unit or Individual: CPTS

Contact Person's Name: David Baker e-mail: davidbaker@ferris.edu phone: 616.451.4777

Date or Term of Proposal Implementation: Fall 2010

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

Group/Individual	Signature	Date	Vote/Action *
Program Faculty		2/8/10	<input checked="" type="checkbox"/> Support <input type="checkbox"/> Support with Concerns <input type="checkbox"/> Not Support
College Faculty		2/8/2010	<input checked="" type="checkbox"/> Support <input type="checkbox"/> Support with Concerns <input type="checkbox"/> Not Support
Dean		2/9/2010	<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		2/10/10	<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 specific concerns. Votes must be shown for faculty groups. Administrators check appropriate action taken.

To be completed by Academic Affairs		
President (Date Approved)	Board of Trustees (Date Approved)	President's Council (Date Approved)

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. To support these rapid changes, it is necessary to offer courses, as demand by employers for our students to have these software skills increases. The program currently offers 3ds max with approximately a 50% market share. Softimage has quickly gained ground in industry use and it is important that students in the program have these skills. This class will serve as an entry point into working with Softimage while the faculty evaluate how this will impact the curriculum.

2. Summary of All Course Action Required*

- a. **Newly Created Courses to FSU:**

Prefix	Number	Title
- b. **Courses to be Deleted From FSU Catalog:**

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

Prefix	Number	Title
DAGD	290	Introduction to Softimage
- d. **Addition of existing FSU courses to program**

Prefix	Number	Title
- e. **Removal of existing FSU courses from program**

Prefix	Number	Title

*Contact Senate Secretary or UCC Chair if spaces for additional courses are needed.

NEW COURSE INFORMATION FORM

See Sample: Limit to One Page.

Course Identification:

Prefix:	Number	Title
DAGD	290	Introduction to Softimage

Course Description: This course covers the foundations of Softimage, a high end 3D modeling and animation program. Topic covered will be modeling, texturing, lighting, animation and rendering. Pipeline and profession studio concepts and procedures will also be addressed.

Course Outcomes and Assessments:

- I. Understand how Softimage 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 Softimage 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.

MODIFY COURSE

FORM F
Modify Course
rev. 1/27/06

Course Date Entry Form

I. ACTION TO BE TAKEN: MODIFY AN EXISTING COURSE

Notes:

- 1. If this course is a prerequisite for other university courses, Form Fs for those courses must also be submitted.
- 2. If either prefix or number are being changed, use 'Delete Course' and 'New Course' forms rather than this form.

List the changes to be made:

Term Effective: Semester Fall Year 2010 See instructions.

II. CURRENT: Include information that is in the current course database.

Course Prefix Number Enter Contact Hours per week in boxes.
 DAGD 290 LECTure 2 LAB 2 INDEpendent Study - Check (x)
 Practicum: Seminar:

Full Course Title: Introduction to Softimage

III. PROPOSED CHANGES: Complete only those boxes that represent proposed changes in the course. Leave all other spaces blank.

Course Prefix Number Enter Contact Hours per week in boxes.
 LECTure LAB INDEpendent Study - Check (x)
 Practicum: Seminar:

Full Course Title:

Abbreviated Course Title:

(Abbreviate only if necessary. Use Arabic numerals. Limit to 26 characters and spaces.)

Semester(s) Offered: fall/spring (See instructions for listing.) Max. Section Enrollment : 20

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

Type: Variable Fixed Maximum Credit Hours 3 Minimum Credit Hours 3

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

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

Levels: Check (x) Undergraduate Graduate Professional

CATALOG DESCRIPTION - Limit to 75 words - PLEASE BE CONCISE.

This course covers the foundations of Softimage, a high end 3D modeling and animation program. Topics covered will be modeling, texturing, lighting, animation and rendering. Pipeline and profession studio concepts and procedures will also be addressed.

Prerequisites: (if no prerequisites, write "None") Limited to 60 spaces.

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 ____]