

College of Professional and Technological Studies

Created 01/25/06

PROPOSAL SUMMARY AND ROUTING FORM



Proposal Title: Advanced Modeling (Vehicle and Structure Focus)

Initiating Unit or Individual: Ward Makielski

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Date or Semester of Proposal Implementation: Fall 2007

- 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		2.27.2007	<input checked="" type="checkbox"/> Support <input type="checkbox"/> Support with Concerns <input type="checkbox"/> Not Support
College Faculty			<input type="checkbox"/> Support <input type="checkbox"/> Support with Concerns <input type="checkbox"/> Not Support
Dean		2.27.07	<input 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			<input 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		
<hr/>	<hr/>	<hr/>
President (Date Approved)	Board of Trustees (Date Approved)	President's Council (Date Approved)

FORM A CONT.

1. Proposal Summary

The DAGD program currently offers only one class for advanced modeling which has a focus on character modeling. While this class is very important, there are techniques that are not covered in this class which are important for students to understand. The creation of rigid body objects such as a car or city streets as opposed to organic objects like a character will address these issues. This class will help broaden the skills and portfolio of our students.

2. Summary of All Course Action Required*

a. Newly Created Courses to FSU:

Prefix	Number	Title
DAGD	390	Advanced Modeling (Vehicle and Structure Focus)

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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e. Removal of existing FSU courses from program

Prefix	Number	Title
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NEW COURSE INFORMATION FORM

See Sample: Limit to One Page.

Course Identification:

Prefix:	Number	Title
DAGD	390	Advanced Modeling (vehicle and structure focus)

Course Description:

This course teaches advanced modeling, texturing, and animation techniques for rigid body objects such as vehicles and structures.

Course Outcomes:

- I. Understand the core shapes of objects and plan steps to create complex photorealistic models
- II. Broaden portfolio and skill set through projects assigned throughout the semester
- III. Enhance modeling skills through assignments in 3d software, digital imaging, and compositing
- IV. Observe and study real-world lighting and textures so they can be replicated in 3D

Course Outline including Time Allocation:

- I. Introduction (1 hours) - Understanding the course objectives as they relate to the programs used and outcomes expected.
- II. Reference images and data gathering (5 hours) - Techniques for planning a project and collecting assets that will help in construction such as photos and drawings.
- III. Advanced modeling techniques (6 hours) - Understanding core shape of objects and planning steps before creating the model. Applying those steps to create a photorealistic model.
- IV. Digital painting and texturing (6 hours) - Creating complex layered textures which include diffuse, reflection, and displacement mapping data. Altering photographic images to work with the 3D model.
- V. Material creation (6 hours) - Creating material types that work as a real material including how it reflects light or how light passes through it.
- VI. Physics (3 hours) - Using physics software to help "drive" 3D models. This may include hinges and joints as well as more complex techniques like wheels and suspension.
- VII. Props and extras (3 hours) - Learn how simple objects added to the scene can increase realism. Understand techniques for quickly creating props.
- VIII. Environment creation (3 hours) - Understand how the environment affects composition and techniques for creating backgrounds.
- IX. Lighting (6 hours) - Learning lighting techniques for both product and outdoor scenes.
- X. Rendering (3 hours) - Setup rendering processes that will deliver quality results without excessive render times.
- XI. Compositing (3 hours) - Rendering passes and combining these images to create complex final images that can be altered in post production.

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 b. Year 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 b. Number 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:

e. Abbreviated Course Title: . (Abbreviate only if necessary. Use Arabic numerals. Limit to 26 characters and spaces.)

f. Semester(s) Offered: (See instructions for listing.) g. Max. Section Enrollment :

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

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

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.

r. 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 ___ 12R ___, 131 ___]