

## CSC 191A Intro to 3D Modeling and Animation Syllabus

Spring 2003, Jan 15 – March 3

### [Revised Schedule for CSC 191A Intro 3D Modeling & Animation:](#)

	Date		Reading assignment
	W 01-15	Overview of the course	
	F 01-17	Technical Background, Math for 3D, overview of assignment 1	3D Math & Chapter 3
	M 01-20	Martin Luther King, Jr. Holiday	
	T 01-21	Assignment 1 due	
	W 01-22	modeling & overview of user interface of 3ds max and Maya	Chapter 4
	F 01-24	modeling	Chapter 5
	S 01-25	Assignment 2 Part I due	
	M 01-27	modeling example discussion	
	W 01-29	materials & texture	Chapter 9
→	Th 01-30	Assignment 2 Part II due	
	F 01-31	Quiz 1 (on modeling); materials & texture example discussion	
	S 02-01		should finish readings on 3ds max or Maya User Interface and be quite familiar with the program's interface
	M 02-03	materials & texture example and animation	Chapter <del>10</del> , 11 & Section 10.4
	W 02-05	animation example discussion	Chapter 12
	F 02-07	Quiz 2 (on materials/texture, animation & 3D program user interface); light	Chapter 8
→	S 02-08	Assignment 3 Part I due	
	M 02-10	light & rendering	Chapter 6
	T 02-11	Due: Assignment 4 Final project proposal	
	W 02-12	lighting example discussion	
	F 02-14	camera	Chapter 7
→	S 02-15	Assignment 3 Part II due	
	M 02-17	Delivery of animation: animation file format, DVD authoring	Chapter 14
	W 02-19	case studies	
	F 02-21	Quiz 3 (on all topics)	
	M 02-24	case studies	
	W 02-26	Student in-progress project presentation	
	F 02-28	Student in-progress project presentation	
	M 03-03	Teaching eval, recap, Q & A, discussions, ...	
	M 03-10	Final Project Due	