High Point Central High School
Introduction to 3D Modeling and Animation - Course Syllabus

- Course Number - TL445
- Dates: August 26, 2019 - January 17, 2020
- Location: Room 109, High Point Central HS
- Instructor: Charles Flynt
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Instructor Availability
I will be available for after school help on Thursdays, from 4:00 - 6:00PM. I will **NOT** be available to you for after school help if you consistently waste the time you have in class. If you need help outside of these hours, please feel free to contact me anytime and arrange an appointment.

Course Description
Introduction to 3d modeling and animation introduces students to techniques used in CG effects, animated films and video games. The focus of this course is on learning the techniques, tools and workflow used by professionals in the field. Students will learn in-depth techniques in Autodesk 3ds Max 2018, with some targeted work in Adobe Photoshop, After Effects and Premiere Pro. At the end of the course, students will have the opportunity to obtain the Autodesk 3d Max User certification. Much of the work done in this class is project based, requiring the student to develop long-term time management skills and self-discipline.

Required Materials - (These are NOT optional)
- A USB 3.0 portable external hard drive or a large capacity flash drive - An external storage device is necessary to backup and, in many cases, run our projects. Get the biggest storage device you can afford. The ideal is a 1TB external HD. These can be purchased in Amazon for around $50. USB flash drives can be purchased for as little as $10 from many different places, from Wal Mart to Amazon. BUT, whatever you choose, it MUST be USB 3.0.
- A Lanyard, to which you will attach your Flash Drive. This will prevent you from losing it.
- A pair of ear buds or headphones. These can be purchased for as little as $1 at the Dollar Store.

Grading
I use a total point grading system. Everything you do in this class is graded at a certain point value. Projects, for example are worth as much as 50-100 points. Small class exercises are worth 10-25 points. Participation earns you 10 points per week. Your grade is determined by how many points you earn out of how many were available for the grading period. For example, if you earn 372 out of 400 points for the quarter, your grade will be a 93% (372/400=.93), or a low "A".

All high schools in Guilford County are now on a 10 point grading scale. All work for this class will be graded using the following standards.

Percentage	Letter Grade	Requirements
100 - 90	A	Excellent, outstanding, creative. Goes well beyond the project requirements.
89 - 80	B	Above average. Goes beyond the project requirements.
79 - 70	C	Average. Satisfies the basic requirements of the project.
69 - 60	D	Below average. Does not satisfy basic requirements of the project.
59 - 0	F	Failure. Well below basic requirements of the project.

- **Participation grade** - students in M&A earn a participation grade of 2 points each day. In order to earn the full 10 points for the week, a student must be present, on time and on task each day. If a student loses participation points they can be earned back by staying after school during regular tutoring hours.

Tests:	Over the last three years I have eliminated test and quizzes from my course, I have found that grades, work, and competency has improved noticeably with their removal. However, there will be a final exam that we will study for as a class and the Autodesk Certification test which we will also prepare for.
Projects:	Projects include individual and group work. Projects have clear rubrics that are provided ahead of time and are aligned with the standards of the course. Projects are due on specific dates and grades may be lowered for missed deadlines. **Absences are not an excuse for missed work.**
Classwork	Classwork includes small activities done daily in class. Every student is responsible for every task done in class. All work is due at progress report time. This gives plenty of time to make up missed work. Most instruction is provided in a video format, which allows for easy catch up. 99% of the work for this course is done during class time**. If you are unable to work productively, independently, or ask for help when you need it, then this is not the course for you.**
Homework	Homework will be given when needed. Homework consists of studying for tests or research (collection) for a project. Students are not required to have the programs we use in class at home. Study time is 1-3 hours per week.
Participation	Computer classes such as Modeling and Animation or my other classes are hands-on and sequential. Thus attendance is extremely important. There is no book to read at home when you miss a day. This is why attendance is a large part of the grade in this class. Students who are absent must make up their time to finish the work they have missed. My primary **tutoring day is** after school on **Thursdays**, but I am available any day after school if given prior notice. Students are also able to make up work and time during lunch periods; I have second lunch. If there are extenuating circumstances, please contact me at the school.
Plagiarism	Turning in work that is not your own is plagiarism. Plagiarism and cheating are covered in the HPC Honor Code. All students are subject to the Honor Code. Plagiarism or cheating will result in a grade of *zero* for the assignment and a discipline referral. Do not allow another person to turn in your work - in whole or part - as their own. Doing this will result in a grade of *zero* and a discipline referral for both students.

General Course of Study

Basics, UI and Workflow	August 28 - September 1
Basic Modeling Techniques	September 5 - October 6
Materials and Shading	October 9 - October 20
Lighting and Rendering	October 23 - November 7
Cameras	November 9 - November 21
Animation and Rigging	November 27 - December 20
Certification Practice and Review	January 3 - January 12
Portfolio Development	January 16 - January 22

Computer Skills and Pre-Requisites
• There is no prerequisite for this entry level class.
• You will need the following basic computer skills to be successful in this class.
    ✴ Create and name folders
    ✴ Organize files for easy access -This is EXTREMELY important. We can't grade what we can't find.
    ✴ Create backup copies of files - Backup once/week. DO NOT trust GCS computers/servers to keep your work safe.
    ✴ Rename files
    ✴ Create, format and save Word documents
    ✴ Cut, Copy and Paste information between documents
    ✴ Access the internet and open web pages
    ✴ Perform basic internet searches

I have received and read the syllabus for Modeling and Animation. I will abide by the HPC Honor Code. I will not give or receive un-permitted assistance in the preparation of any work or assessment that is to be used by the instructor as the basis of grading.

Student Name: _____

Student Signature: _____   Date: _____

Parent Signature: _____   Date: _____

Parent EMail: _____

Parent Phone Number: _____