

**PALOMAR COLLEGE**  
**COURSE OUTLINE OF RECORD FOR**  
**DEGREE CREDIT COURSE**

X Transfer Course X A.A. Degree applicable course  
(check all that apply)

**COURSE NUMBER AND TITLE:** DT 182      Advanced 3D Studio Max

**UNIT VALUE:** 3

**MINIMUM NUMBER OF SEMESTER HOURS:** 96

**BASIC SKILLS REQUIREMENTS:** Appropriate language and computational skills

**ENTRANCE REQUIREMENTS**

**PREREQUISITE:** DT 181

**COREQUISITE:** None

**RECOMMENDED PREPARATION:** None

**SCOPE OF COURSE:**

Advanced 3D Studio Max applications to create special visual effects for high-end image production. Advanced keyframing, time-based editing, controllers, and video post will be employed to master state-of-the-art rendering and animation. The class is structured to help students start using 3D Studio Max in a production environment.

**SPECIFIC COURSE OBJECTIVES:**

Successful students will:

1. Describe and apply Track-View: its concepts, interface, and use in 3D Studio Max animation.
2. Employ plug-in extensions.
3. Create atmospheres and environments in 3D Studio Max.
4. Utilize advanced 3D Studio Max keyframing and time-based editing.
5. Describe and apply controllers in 3D Studio Max.
6. Utilize Video Post dialog box in 3D Studio Max animations.
7. Output 3D Studio Max animations to video tape.

**CONTENT IN TERMS OF SPECIFIC BODY OF KNOWLEDGE:**

- I. Track View
  - A. Understanding, defining, identifying, and displaying Track View.
  - B. Navigating Track View.
  - C. Sound and visibility tracks.
  - D. Copying and pasting objects.
- II. Time-based Editing
  - A. Editing keys and range bars.
  - B. Editing time.
  - C. Changing animation values.
- III. Controllers
  - A. Understanding, viewing, and assigning controller properties.
  - B. Using linear, Bezier, TCB, and noise controllers.
  - C. Using color, transform, position, and rotation modifying controllers.
  - D. Expression controllers.
- IV. Atmospheres and Environments
  - A. Creating environments.
    - 1. Background.
    - 2. Mapping.
  - B. Creating atmospheres.
    - 1. Using standard, layered, and volume fog.
    - 2. Using volumetric light and shadow.
- V. Video Post
  - A. Using the video post dialog box.
  - B. Adding events.
  - C. Arranging events in time.
- VI. Animation Output
  - A. Computer animation files.
  - B. Video taping with the PVR (personal video recorder).

### **REQUIRED READING:**

Elliot, Steve. Inside 3D Studio Max. Rel 5 Gresham, OR: New Riders Publishing, 2003

### **SUGGESTED READING:**

3D Studio Max Tutorials. (software documentation)

### **REQUIRED WRITING:**

1. Demonstration of skills in preparing 3D Studio Max projects, materials, and animations is more appropriate.
2. A technical journal, of at least for pages, by student for all assigned projects to provide a written procedure for correctly producing the assignment.

### **OUTSIDE ASSIGNMENTS:**

**Students are expected to spend a minimum of three hours per unit per week in class and on outside assignments, prorated for short-term classes.**

Assigned readings and class handouts in preparation for examinations and class projects.

**INSTRUCTIONAL METHODOLOGY:**

**Check all that apply:**

- lecture
- laboratory
- lecture-laboratory combination
- directed study

**DISTANCE LEARNING:**

**This course may be offered as a distance learning course and meets Title 5 regulations 55370, 55372, 55374, 55376, 55378, and 55380.**

Yes  No

**If yes, check all that apply:**

- Television Course (Video one-way, e.g. ITV, video cassette, etc.)
- Online Course (Text one-way, e.g. newspaper, correspondence, electronic file, etc.)
- Two-Way Video Conferencing (Two-way interactive video and audio)
- One-Way Video Conferencing (One-way interactive video and two-way interactive audio)
- Computer Assisted Instruction (A specialized form of mediated instruction relying primarily on student access to information and prepared lessons or teaching materials through a computer terminal, but not under immediate supervision of a qualified instructor.)

**GRADING POLICY AND STANDARDS** (include methods of determining whether the stated objectives have been met by students):

- 60% Assignments are submitted and evaluated based on previously provided information and criteria. Assignments include three-dimensional modeling made with 3D Studio Max software.
- 20% Journal of techniques for assigned projects.
- 10% One examination at approximately the eighth week of course to test for general knowledge of material studied in the interim.
- 10% A comprehensive final examination.

**IS COURSE REPEATABLE FOR REASON(S) OTHER THAN DEFICIENT GRADE?**

Yes  No  Number of times course may be taken for credit: 2

If yes, identify specific provision of Title 5 Division 2 section(s), 55761-55763 and 58161 which qualifies course as repeatable:

58161 (c) (2) (A)

**CONTACT PERSON:**

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**SIGNATURES ON FILE**