Course Change Form

Date of Request: October 8, 2009
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Course Addition

1. Course Title: 3D Animation
   Prefix & Num. VT 3650

2. Pre-requisite(s): VT 1300, VT 2600, VT 3600
   Co-requisite(s): Instructor permission required: No
   Class Hours/Week: *LEC: 3.00
   Clinical: 0.00
   *LBC w/er: 0.00
   Practicum: 0.00
   *LNC w/no cr: 0.00
   Independent Study: 0.00
   Credits: 3.00

3. Semester to be Implemented: Spring, 2010
   Day ☒
   Extended Day ☐
   Grade type Regular

4. Cost Code:
   Lab Fee: 25
   Additional Fees: $0.00
   Potential WLF: 0.00

Explanation of Fees: All CIT courses require a lab fee to support program hardware and software resources

5. Is this course designed for a specific group? Yes
   Who? CIT majors with Visual Technologies emphasis

6. Catalog Description: ☐ Now in Print, or ☒ Proposed Below:
   A one-semester companion course to VT 3600, 3D Visualization. This course teaches the aspects of 3D animation design, storyboarding, character development, and animation rendering of 3D models suitable for broadcast or composite video use. Using Maya 3D software, students will master its dynamic tools to create multiple short animation projects during the semester. This is accomplished both individually and as a team. Course topics include: rigid/soft body animation solvers, dynamic particles, deformation and effects fields, IK/FK rigging, and multi-frame rendering output. Use of keyframes, ease in/ease out controls, and the timeline are also fully explored. Learning continues on realistic modeling techniques, set lighting, shadows, multi-layer surfacing, and photorealistic rendering, as applied to animation production. Video formats and codec choices are also addressed for final output.

7. Course justification (attach sheets if needed):
   This course is an obvious and natural extension to the VT 3600 course. VT 3650 builds on the foundation of that course, which focuses on techniques of 3D modeling, texturing, lighting, and rendering, by adding the elements & processes of animation in all its forms.

8. Are library resources adequate to support this change? Yes
   If not, how are those resources to be acquired?

9. Are technical and other resources available? Yes
   If not, how are those resources to be acquired?

10. Relationship to the curriculum: Would the course fill a G.E. requirement? No
    If yes, which G.E. area?
    If it does not fill a G.E. requirement, would the course offer elective credit? Yes

11. Transferability of the course: List comparable courses at other colleges and universities:

<table>
<thead>
<tr>
<th>G.E.</th>
<th>Elective</th>
<th>Course Title</th>
<th>Credits</th>
<th>Prefix &amp; Num.</th>
<th>Institution</th>
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<tr>
<td>☐</td>
<td>☐</td>
<td>Intro. to 3D Computer Graphics</td>
<td>4</td>
<td>FA 3350</td>
<td>U of U</td>
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<tr>
<td>☐</td>
<td>☐</td>
<td>3-D Computer Modeling &amp; Animation</td>
<td>3</td>
<td>ART 3230</td>
<td>UVU</td>
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<td>☐</td>
<td>☐</td>
<td>Computer Graphics</td>
<td>3</td>
<td>CS 455 (BYU)</td>
<td>Other...</td>
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</tbody>
</table>

Approval Signatures:

Department Chair: [Signature]
Date: 7 Oct, 2009

Associate Dean/Dean: [Signature]
Date: 10/8/2009

Curriculum Chair: ________________________________
Date:

Academic VP: ________________________________
Date: