



STARK STATE COLLEGE

GENERAL SYLLABUS

Course Information

Course Name: 3D Graphics Modeling
Course Number: IMT125

Required Materials

Textbook(s): None
Required Readings: None

Additional Materials:

- **Headphones and/or Speakers**
 - Must be able to hear the course. Headphones will be needed to listen while on campus.
- **Computer Access** (available on main campus, ask for details)
 - In general, you need access to a modern, multi-core processor, computer with plenty of RAM
- **Blender** ([click here to download the software](#))
 - Free software that works on both Mac and PC. Available on campus in open lab
- **Adobe Creative Cloud Software** (available on main campus, ask for details)
 - Made available on select campus computers (ask your instructor)
 - This course does not rely heavily on this software
- **Microsoft Office** (available on main campus, ask for details)
 - Students who are unfamiliar with operating systems (windows or mac) and/or web browsers should utilize SSC's Computer Bare Basics workshop. Contact Info: 330-494-6170 ext.4977
- **Physical or Cloud Drive (=>50 Gigabytes suggested)**
 - For cloud storage I suggest your student google drive because the storage capacity isn't capped
 - In regards to temporary/portable storage, I suggest using 32gb or higher USB 3.0 flash drive
- **Recommended for home computer setups:**
 - 4K Monitor (vastly increases screen space)
 - Second Monitor (easier to follow along with step by step videos)

Course Outline/Calendar

The date of coverage and order of coverage may be modified based on the faculty member and events beyond the control of faculty members that interfere with class times and teaching.

Week	Chapter/Topic/Lab
Week 1	Setting up a Scene
Week 2	Donut part 1
Week 3	Donut part 2
Weeks 4-5	Dishes
Weeks 6-8	Modeling a Room
Week 9	3D Titles
Week 10	3D Sculpting
Week 11	Basic Animation
Week 12	Basic Texturing
Week 13	3D Resources
Weeks 14-16	Final Project