



# STARK STATE COLLEGE

## GENERAL SYLLABUS

### Course Information

**Course Name:** Advanced 3D Graphic Modeling  
**Course Number:** IMT240

### Required Materials

**Textbook(s):** None  
**Required Readings:** None

**Additional Materials:** **Required:** 3D software– Students may choose which software to use: [Maya – Free for 1 year](#) [Blender \(recommended\) - Free](#) **Required:** [Adobe Photoshop software](#) **Required:** Storage device 16 GB minimum (Flash Drive or External Hard Drive) A cloud service is optional for backing up. Due to the size and nature of the files being created, this is not the fastest of options and is not a substitute for a physical drive in class. I suggest getting a USB 3.0 flash drive. It transfers files much faster than 2.0. In order to utilize a 3.0 flash drive you'll have to use 3.0 ports which are usually blue (they're also backwards compatible with 2.0 flash drives). **Recommend Materials:** Headphones (if you need to use audio) **Recommended:** Writing/drawing supplies (for notes and design sketches) Pen, #2 pencil, notebook

### 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	<ul style="list-style-type: none"> <li>Syllabus</li> </ul>
Week 2	<ul style="list-style-type: none"> <li>Primitive Polygon Modeling</li> <li>Lab 1: Model a crate and barrel</li> </ul>
Week 3-4	<ul style="list-style-type: none"> <li>Hard Surface Modeling</li> <li>Lab 2: Hard Surface Object</li> </ul>
Week 5-8	<ul style="list-style-type: none"> <li>Topology and Tessellation</li> <li>Organic Modeling</li> <li>Character Modeling</li> <li>Midterm Project</li> <li>3D Character Model</li> <li>Lab 3: Organic Character Model</li> </ul>
Week 10-12	<ul style="list-style-type: none"> <li>Environment Modeling</li> </ul>

Week	Chapter/Topic/Lab
	<ul style="list-style-type: none"><li data-bbox="381 136 649 163">• Hard Edge Modeling</li><li data-bbox="381 168 771 195">• Lab 4: Environmental Modeling</li></ul>
Week 13-15	<ul style="list-style-type: none"><li data-bbox="381 207 568 235">• Final Project</li><li data-bbox="381 239 682 266">• Rendering and Lighting</li><li data-bbox="381 270 755 298">• Lab 5: Rendering and Lighting</li></ul>
Week 16	<ul style="list-style-type: none"><li data-bbox="381 308 852 336">• Final Presentations and Closing Lecture</li></ul>