

Minnesota State University Moorhead

ANIM 113: MAYA

A. COURSE DESCRIPTION

Credits: 3

Lecture Hours/Week: 3

Lab Hours/Week: *.*

OJT Hours/Week: *.*

Prerequisites: None

Corequisites: None

MnTC Goals: None

The course structure revolves around the areas of solid modeling, organic modeling, lighting, texturing and basic animation. Interaction with Mud Box, 3DS Max and Motion Builder is also presented in the course as well as special effects and video compositing.

B. COURSE EFFECTIVE DATES: 03/03/2014 - Present

C. OUTLINE OF MAJOR CONTENT AREAS

1. Basic Animation.
2. Dynamics.
3. Fluid Effects.
4. Hair and Fur.
5. MAYA Basics, User Interface.
6. NURBS Modeling.
7. Painting.
8. Particles and Emitters.
9. Polygonal Modeling and Texturing.
10. Subdivision Surfaces.
11. nCloth and nParticles.

D. LEARNING OUTCOMES (General)

1. Be able to create and animate 3D scenes of varying degrees of difficulty using MAYA.
2. Create 3D models using MAYA.
3. Output/Export 3D scenes of varying degrees of complexity into video or online.
4. Understand the complexity of computer based 3D animation.

E. Minnesota Transfer Curriculum Goal Area(s) and Competencies

None

F. LEARNER OUTCOMES ASSESSMENT

As noted on course syllabus

G. SPECIAL INFORMATION

None noted