**COLLIN COLLEGE**

**COURSE SYLLABUS**

Course Information

**Course Number:** ARTV 2345

**Course Title:** 3-D Modeling and Rendering II – Maya

**Course Description:** A studio course focused on advanced 3-D modeling and rendering techniques using industry standard software, modeling techniques, camera settings, lighting, and surfacing to develop detailed environments. Lab required.

**Course Credit Hours:** 3

Lecture Hours: 2

Lab Hours: 4

**Prerequisite:** ARTV 1345

**Student Learning Outcomes:**

* **State-mandated Outcomes:** Upon successful completion of this course, students will:

1. Build seamless organic models.
2. Rig models for animation.
3. Develop complex environments with detailed surfaces and advanced lighting techniques.

**Withdrawal Policy:** See the current *Collin Registration Guide* for last day to withdraw.

**Collin College Academic Policies:** See the current *Collin Student Handbook*

**Americans with Disabilities Act Statement:** Collin College will adhere to all applicable federal, state and local laws, regulations and guidelines with respect to providing reasonable accommodations as required to afford equal educational opportunity. It is the student’s responsibility to contact the ACCESS office, SCC-D140 or 972.881.5898 (V/TTD: 972.881.5950) to arrange for appropriate accommodations. See the current *Collin Student Handbook* for additional information.