



UNIVERSITI TEKNOLOGI MARA

ADE554: THREE DIMENSIONAL MODELING

Course Name (English)	THREE DIMENSIONAL MODELING APPROVED
Course Code	ADE554
MQF Credit	3
Course Description	This course provides an introduction to 3D modelling and animation process: organization and integration of various creative arts used in animation; possibilities in style, media, technique, and equipment.
Transferable Skills	Communication Teamwork Technology literacy Adaptability
Teaching Methodologies	Lectures, Tutorial, Computer Aided Learning, Project-based Learning
CLO	CLO1 Recognize the fundamental and theory of modelling and animation. CLO2 Demonstrate creative arts, modelling and animation based on their learnt skills. CLO3 Form a team to create the animation on the selected animation program.
Pre-Requisite Courses	No course recommendations
Topics	
1. Introduction, History & Current Industry of Games Art 1.1) N/A	
2. 3D Software & Overview of Games Art 2.1) N/A	
3. 3D Graphics and Software Usage 3.1) N/A	
4. Modeling Principals: 3D Content Creation 4.1) N/A	
5. Vector Graphics, Polygons & Shaders 5.1) N/A	
6. 3D Modeling Optimization 6.1) N/A	
7. 3D Video Game Engines Introduction 7.1) N/A	
8. Rendering, Texturing & Mapping Process on 3D Models 8.1) N/A	
9. Material Creation 9.1) N/A	
10. UVW Mapping 10.1) N/A	
11. Final Presentation 11.1) N/A	

Assessment Breakdown	%
Continuous Assessment	100.00%

Details of Continuous Assessment	Assessment Type	Assessment Description	% of Total Mark	CLO
	Assignment	n/a	30%	CLO1
	Assignment	n/a	30%	CLO2
	Assignment	n/a	40%	CLO3

Reading List	Recommended Text
	<ul style="list-style-type: none"> • Ami Chopine 2011, <i>3D Art Essentials: The Fundamentals of 3D Modeling, Texturing, and Animation</i>, Focal Press [ISBN: 0321928989] • Jeremy Birn 2015, <i>Digital Lighting and Rendering</i>, New Riders [ISBN: 0321928989] • Roger King 2015, <i>3D Animation for the Raw Beginner Using Maya</i>, CRC Press [ISBN: 1439852644] • Dariush Derakhshani 2016, <i>Introducing Autodesk Maya 2016: Autodesk</i> [ISBN: 1119059639] • Matthew Lewis, Chris Legaspi, Simon Morse, 3dtotal Publishing 2015, <i>Anatomy for 3D Artists: The Essential Guide for CG Professionals</i>, illustrated Ed., 3DTotal Publishing [ISBN: 978-190941424]

Article/Paper List	This Course does not have any article/paper resources
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Other References	This Course does not have any other resources
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