



INTRO TO 3D GRAPHICS

Course Outline

Welcome to 3D Graphics using Bryce and Sculptris. This is an excellent introduction to the world of 3D graphics. As a bonus, the two main software tools used in this course are absolutely free to download and use for personal use. In this course, you will learn how to create sophisticated organic models (creatures and lifeforms where your imagination is the only limitation). You will also create 3D virtual worlds to place your models into. In the sequel course (Advanced 3D graphics), you will learn how to create animations using Bryce.

Activation Assignment

As part of the new provincial government funding formulas for our centres, students **must complete an activation assignment** before they are formally enrolled into the course. The activation assignment demonstrates that the student is serious about their studies. Therefore, it is essential that you complete the activation assignment which is available on the school website. If you have any questions about this assignment, please don't hesitate to arrange to meet with your instructor. The link for the activation assignment is as follows:

<http://www.youlearn.ca/milesderksen.html>

Topics

The following topics will be covered:

1. The Bryce Interface
2. Something to Render
3. Somewhere to Put It
4. Intro to Sculptris
5. Bryce Weather
6. Lighting in Bryce
7. Building a Scene

Assessment

This is how the course will be graded:

1. Projects – 80%
2. Practical Exam or Observational Assessment - 20%

Prescribed Learning Outcomes

To view the ministry prescribed learning outcomes for Accounting 12, please visit the following website:

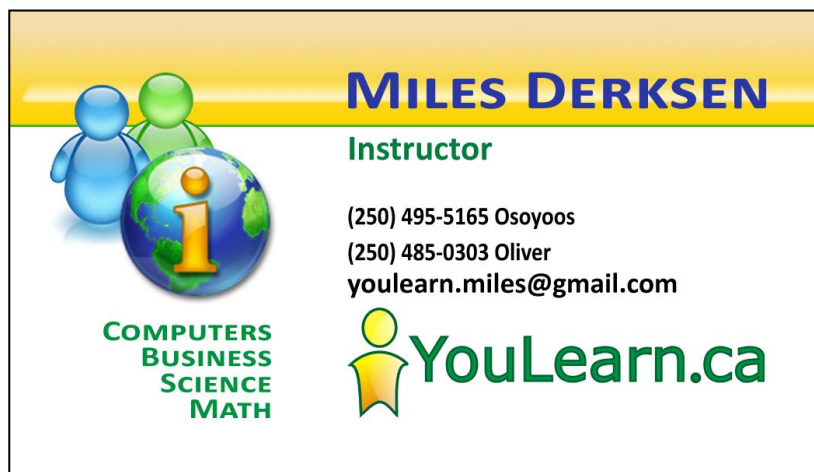
<http://www.bced.gov.bc.ca/irp/welcome.php#>

Resources


The following resources will be used in this course:


1. www.robinwood.com (Bryce 5.5 tutorials) – the final project will be done using Bryce 7.1
2. Tutorials on the MOODLE website www.youlearn.ca/moodle

If you have any further questions about this course, please contact your course instructor (youlearn.miles@gmail.com) or visit our website.



MILES DERKSEN
Instructor
(250) 495-5165 Osoyoos
(250) 485-0303 Oliver
youlearn.miles@gmail.com


COMPUTERS
BUSINESS
SCIENCE
MATH

 YouLearn.ca