Course Title	3D Modelling Design				
Course Code	GRD400				
Course Type	Compulsory				
Level	Bachelor (1st Cycle)				
Year / Semester	4st Year/ 7th Semester				
Teacher's Name	TBA				
ECTS	6	Lectures / week	3 hours/14 weeks	Laboratories / week	N/A
Course Purpose and Objectives	This course is designed to introduce students to the fundamental principles and uses of 3D modelling. During this course students will learn the basic tools and techniques used in 3D software and create objects and scenes. Students will be given an overview of modelling techniques, including texturing, lighting and rendering. In addition, they will learn the basic principles and techniques of 3D animation.				
Learning Outcomes	Upon successful completion of this course students are expected to: • Integrate the uses of parametric primitive's objects. • Use materials to Generate texture and colour to a 3D object or figure. • Justify an understanding of texture mapping • Create basic mesh characters by applying a variety of modeling techniques in a creative manner. • Perceive l an understanding in different aspects of model rendering.				
Prerequisites	GRD315	Co-requisites	None		
Course Content	• The Z dimension and its function in the thee-dimensional world. • Primitives to create more complex objects. Modeling polygon environments, modeling polygon objects. • Modeling techniques: texturing, lighting, rendering etc. • The construction of three-dimensional scene. • Story concept, storyboarding, concept art and camera layout. • Basic 3d animation theory and techniques. • Software used: Poser, Bryce, z-Brush, 3ds Max, Photoshop.				
Teaching Methodology	Lectures				

<table>
<tr><td></td><td>Work in Groups
Individual Tutoring
Critiques
Independent learning
Software Tutorials
Presentations</td></tr>
<tr><td>Bibliography</td><td><u>English Bibliography:</u>
Beane, A. 3D Animation Essentials (Essentials (John Wiley)). John Wiley & Sons

Roberts, S. Character Animation Fundamentals: Developing Skills for 2D and 3D Character Animation. Routledge

Su, H. Alive Character Design: For Games, Animation and Film: For Games, Animation & Film. CYPI Press

Zahed, R & Katzenberg, J & Damaschke, B. The Art of DreamWorks Animation. Harry N. Abrams

Cavalier, S & Chomet. S. The World History of Animation. University of California Press

Murdock, L. K. Autodesk 3ds Max 2014 Bible. John Wiley & Sons

Derakhshani, D & Derakhshani L., R. L. Autodesk 3ds Max 2013 Essentials. Sybex

<u>Greek Bibliography:</u>

Derakhshani, D & Derakhshani L., R. L. Οδηγός του Autodesk 3ds Max 2011. Μ. Γκιούρδας</td></tr>
<tr><td>Assessment</td><td><table>
<tr><td>Major Project</td><td>40%</td></tr>
<tr><td>Assignments</td><td>50%</td></tr>
<tr><td>Class Participation and Attendance</td><td>10%</td></tr>
<tr><td>Total</td><td>100%</td></tr>
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<tr><td>Language</td><td>English</td></tr>
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