

Course Title	3D Computer Animation				
Course Code	GRD430				
Course Type	Elective				
Level	Bachelor (1 <sup>st</sup> Cycle)				
Year / Semester	4th Year/ 8th Semester				
Teacher's Name	TBA				
ECTS	6	Lectures / week	3 hours/14 weeks	Laboratories / week	N/A
Course Purpose and Objectives	This course is specifically designed to acquaint students in 3D software, 3D modeling and animation. Emphasis is given on practicing the twelve principles of animation to demonstrate a strong sense of weight, timing, spacing, etc. Students will have the opportunity to gain a solid understanding of modeling, animation, texturing, lighting, rendering and compositing.				
Learning Outcomes	<p>Upon successful completion of this course students are expected to:</p> <ul style="list-style-type: none"> <li>• Creatively produce 3D animations films.</li> <li>• Develop an understanding of modeling and animation techniques through practical application.</li> <li>• Construct and use compositions with dynamic scenes.</li> <li>• Design in a creative manner 3D scenes and objects in a 3D animation program and make the appropriate use of textures and materials</li> <li>• Apply problem-solving skills as modeling, animation, lighting and rendering for the creation of 3D animation films.</li> <li>• Assess and select appropriate film-making techniques and conventions, and relate them to the successful production of computer animations</li> </ul>				
Prerequisites	GRD400	Co-requisites	None		
Course Content	<ul style="list-style-type: none"> <li>• 3D animation techniques.</li> <li>• Storyboarding &amp; Character design</li> <li>• Modeling, rigging and texturing.</li> <li>• Skeletons and kinematics.</li> <li>• Particle systems and dynamics.</li> <li>• Cameras, lighting and Rendering.</li> </ul>				

	<ul style="list-style-type: none"> <li>• Compositing.</li> <li>• Software used: Poser, Bryce, z-Brush, 3d Max, Photoshop.</li> </ul>								
Teaching Methodology	<p>Lectures</p> <p>Work in Groups</p> <p>Individual Tutoring</p> <p>Critiques</p> <p>Independent learning</p> <p>Software Tutorials</p> <p>Presentations</p>								
Bibliography	<p><u>English Bibliography:</u></p> <p>Burns, M. <i>Femme Digitale: Perfecting the Female Form on Your Computer</i>. Watson Guptill Publications</p> <p>Steven Till, J. (2005). <i>Exploring 3D Modeling with 3ds Max 7 (Design Exploration)</i>. Delmar Thomson Learning</p> <p>Murdock, L. K. <i>Autodesk 3ds Max 2020 Complete Reference</i>. John Wiley &amp; Sons.</p> <p>Derakhshani, D &amp; Derakhshani L., R. L. <i>Autodesk 3ds Max 2013 Essentials</i>. Sybex</p> <p><u>Greek Bibliography:</u></p> <p>Νικήτα, Μ. <i>3ds MAX 2012 Ο φωτορεαλισμός γρήγορα και απλά</i>. Κλειδάριθμος</p> <p>Derakhshani, D &amp; Derakhshani L., R. L. <i>Οδηγός του Autodesk 3ds Max</i>. Μ. Γκιούρδας</p>								
Assessment	<table border="1"> <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><b>Total</b></td> <td><b>100%</b></td> </tr> </table>	Major Project	40%	Assignments	50%	Class Participation and Attendance	10%	<b>Total</b>	<b>100%</b>
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Language	English								