

DAY	Week	DATE	ACM 215 - 3D Scene Design
M	1	10-Jan	Intro to class
W	1	12-Jan	History of visual effects and animation
M	2	17-Jan	HOLIDAY
W	2	19-Jan	Of Mice and Menus - The Maya User Interface BOOT CAMP
M	3	24-Jan	Modelling with Polygons - basics (choose building)
W	3	26-Jan	Polygon tools, extrude, bevel, Sculpt tool
M	4	31-Jan	Materials, Basic texture mapping
W	4	2-Feb	Basic camera theory
M	5	7-Feb	Inside Maya - Data structures, nodes, attributes, what happens when you render an object?
W	5	9-Feb	PROJECT 1 DUE - building
M	6	14-Feb	Intro to NURBS
W	6	16-Feb	Curves, points, vector handles.
M	7	21-Feb	President's Day HOLIDAY
W	7	23-Feb	closed shapes
M	8	28-Feb	Lighting
W	8	2-Mar	Enhanced Rendering
M	9	7-Mar	Texturing tools
W	9	9-Mar	shading networks
M	10	14-Mar	review
W	10	16-Mar	REVIEW
M	11	21-Mar	SPRING BREAK
W	11	23-Mar	SPRING BREAK
M	12	28-Mar	PROJECT 2 DUE - INDUSTRIAL OBJECT
W	12	30-Mar	MID TERM EXAM
M	13	4-Apr	Intro to Subdivision Surfaces
W	13	6-Apr	Modeling a face with subdivision surfaces
M	14	11-Apr	Refinements
W	14	13-Apr	rigging for motion/adding eyes.
M	15	18-Apr	skin materials
W	15	20-Apr	Production/Render flow
M	16	25-Apr	PROJECT 3 - CHARACTER FACE
W	16	27-Apr	Review
M	17	2-May	Review
W	17	4-May	LAST DAY OF INSTRUCTION
M	18	9-May	FINAL EXAM