

GD1400 Computer Applications – Fall 2010

<u>Week</u>	<u>Class 01</u>	<u>Class 02</u>
01	<p>Hour 1: Introduction to AIM and the class. Student Team Bio Presentation assignment given.</p> <p>Hour 2: Small team peer interviews, fill out the Student Bio Word document.</p> <p>Hour 3: Work on Team Bio PowerPoint Presentation, <b><u>Student Bio Word Document due</u></b></p>	<p>Hour 1: <b><u>Team Bio PowerPoint presentations</u></b></p> <p>Hour 2: Introduction to Photoshop, re-touching photographs, Photoshop Presentation and Mug Shot assignments given and explained.</p> <p>Hour 3: Work on Mug Shot.</p>
02	<p>Hour 1: Demonstration of use of Photoshop for highlight and shadow, Geometric Shapes assignment given.</p> <p>Hours 2 &amp; 3: Work on Mug Shot, Geometric Shapes, and Photoshop PowerPoint.</p>	<p>Hour 1: Demonstration of digital painting in Photoshop. Digital Painting assignment given.</p> <p>Hours 2 &amp; 3: Work on all Photoshop assignments.</p>
03	<p>Hour 1: Demonstration of Digital Character painting.</p> <p>Hours 2 &amp; 3: Work on finishing all Photoshop assignments.</p>	<p>Hour 1: <b><u>All Photoshop assignments due.</u></b> Photoshop presentations given.</p> <p>Hour 2: Demonstration, Introduction to <i>Dreamweaver</i>, Portfolio Website assignment given.</p> <p>Hour 3: Work on Portfolio Website.</p>
04	<p>Hour 1: Demonstration of using Dreamweaver to create a website. Discussion of exemplary portfolio websites.</p> <p>Hours 2 &amp; 3: Work on Portfolio Websites.</p>	<p>Hour 1: Discussion of what to have in your portfolio. Demonstration of Photoshop and Dreamweaver integration.</p> <p>Hours 2 &amp; 3: Work on Portfolio websites.</p>
05	<p>Hour 1: Demonstration of Dreamweaver and Flash.</p> <p>Hours 2 &amp; 3: Work on Portfolio website.</p>	<p>Hour 1: Demonstration of Dreamweaver and Flash.</p> <p>Hours 2 &amp; 3: Work on Portfolio website.</p>
06	<p>Hour 1: <b><u>Portfolio Website due.</u></b> Small group peer critiques, Presentation of exemplars to the entire class.</p> <p>Hour 2: Demonstration and Introduction to the 3DS Max interface, basic <i>Modeling</i> with primitives.</p> <p>Hours 3: Work on 3D Room assignment</p>	<p>Hour 1: Review of modeling with primitives, demonstration of working with modifiers.</p> <p>Hours 2 &amp; 3: Work on 3D Room</p>
07	<p>Hour 1: Modeling a 3D Environment</p> <p>Hour 2 &amp; 3: Work on 3D Modeling.</p>	<p>Hour 1: Review and demonstration of working with splines and using lathe, loft, shell &amp; extrude.</p> <p>Hour 2: Demonstration of using maps and materials in 3DS Max, using diffuse maps and basic UVW mapping.</p> <p>Hour 3: Work on 3D Modeling.</p>

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08	Hour 1: Review and demonstration of working with splines and using lathe, loft, shell & extrude. Hours 2 & 3: Work on 3D Modeling.	Thanksgiving Holiday – No School
09	Hour 1: <u>3D Room Presentations given.</u> Hour 2: Compositing assignment given. Demonstration and Introduction to After Effects. The production process and using pre-productions. Hour 3: Work in teams on pre-production.	Hour 1: Demonstration of After Effects Hours 2 & 3: Work in Teams on Compositing project.
10	Hour 1: Demonstration on working with compositions and timelines in After Effects.  Hour 3: Shooting footage and creating content for final project.	Hour 1: Demonstration of using effects and chromakey in After Effects. Hours 2 & 3: Work in Teams on Compositing project.
11	Hour 1: Demonstration of rendering in After Effects. Hours 2 & 3: Work on final projects.	<u>Hours 1-3: Compositing team\After Effects presentations, final review.</u>