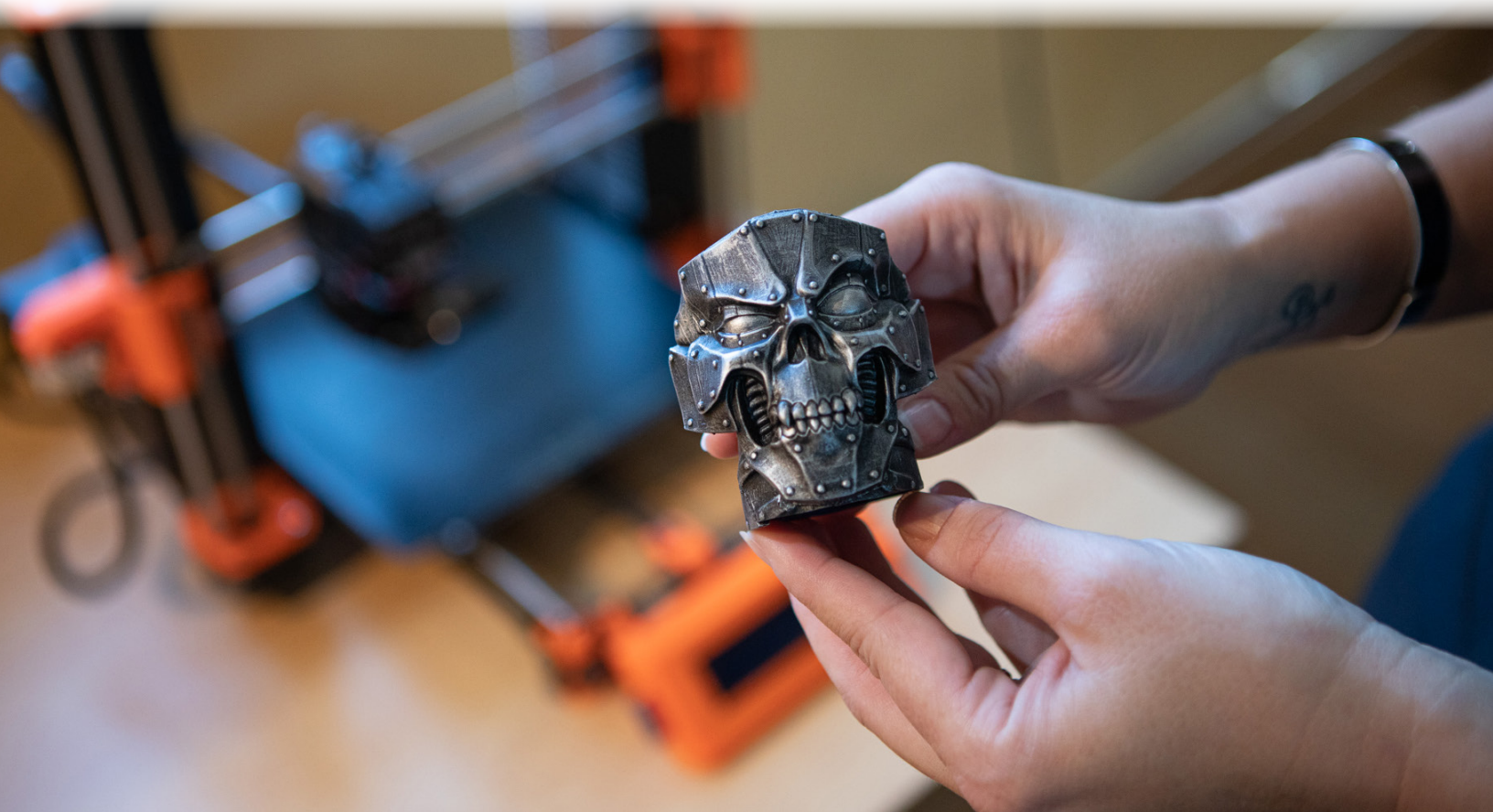


3D Digital Design

Curriculum Standards

2024-2026





CURRICULUM STANDARD

3D DIGITAL DESIGN

2024 - 2026

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Electronic Approval Date: 2024-03-01

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The New Brunswick College of Craft and Design (NBCCD) fosters a learner-centered environment that puts the student at the heart of the educational experience.

NBCCD's officially approved document, the Curriculum Standard, details specific learning outcomes necessary for a student to be certified. It also ensures uniformity of the delivery of a program's content.

The Curriculum Standard is an introduction to the program which includes the program description, program learning outcomes, and the program's potential career opportunities. This is followed by information on duration, credits, admission requirements, advanced placement, certification, articulations, and prior learning assessment and recognition.

This document also contains a program delivery sequence and the course profiles with specific course learning outcomes and grading basis.

In addition, the Curriculum Standard is used as a tool for revision and evaluation of the program and for the promotion of transfer agreements with other post-secondary institutions.

NBCCD welcomes all comments and inquiries regarding the implementation of this program and the use of this document. Please forward any requests or suggestions to the attention of:

Jared Peters, Academic Dean
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Program Description

3D Digital Design is a two-year diploma program that can be completed in six terms of study. Students gain a solid grounding in 3D design concepts and visual communication strategies that enable them to engage in creative problem solving using digital technology at the core of the creative process. The program focuses primarily on modelling, texturing, drawing, animation, and world building, yet also permits ample time for exploration including character design, rigging, 3D printing, and storytelling. As students progress, they perfect their workflow and develop their focus on specific aspects of 3D Digital Design.

Through applied research, critical discourse and self-reflection, students engage in experimentation and creative problem solving. They learn about written and visual communications for artists and entrepreneurs, art history, drawing and 2D/3D design. Students create a portfolio that celebrates the power of the imagination and can be used to launch their career.

Areas of Study

- 3D Modeling, Texturing and Animation
- Character Design, Rigging and Animation
- Digital Sculpting
- Design for 3D Printing
- World Building
- Visual Storytelling
- Drawing
- Self-promotion and Marketing

Program Learning Outcomes

Following successful completion of this program, students will be able to:

- Design and animate 3-dimensional objects, characters, and environments.
- Design for digital platforms including video games, film, and television.
- Design and produce real world objects and assets using real world materials and 3D printers.
- Research using critical discourse and self-reflection, to engage in experimentation and creative problem solving.
- Communicate visually using the industry standard language of 2D/3D designers, illustrators, and entrepreneurs.
- Launch a creative career by employing the entrepreneurial skills, tools, and design thinking principles to succeed and thrive in a changing contemporary landscape.

Career Possibilities

With an entrepreneurial focus, this program prepares students to establish their own small business, be employed or continue in the Advanced Studio Practice Program at NBCCD or at other leading institutions in Canada and beyond.

Professional opportunities upon graduation include:

- 3D Generalist/Modeler
- 3D Texture Artist
- 3D Animator/Rigger
- Character Designer

- Level Designer/Editor
- Environment Artist
- Illustrator/Concept Artist
- Freelance Designer and Consultant/Entrepreneur

Admission Requirements

For admission requirements, please visit nbccd.ca/admissions.

Certification

Upon successful completion of the prescribed curriculum, the student will receive a diploma in 3D Digital Design.

Articulations

The 3D Digital Design program has developed articulation arrangements with other institutions as follows:

- Institution: University of New Brunswick (Fredericton)
- Articulation Period: 1998-05-14 - Undetermined
- Information: The Bachelor of Applied Arts (BAA) is an articulated agreement with the University of New Brunswick. For admission requirements, refer to www.unb.ca.

NBCCD acknowledges that we live, work and create on the unsundered and unceded traditional Wolastoqey land. The lands of Wabanaki people are recognized in a series of Peace and Friendship Treaties to establish an ongoing relationship of peace, friendship and mutual respect between equal nations. The river that runs by our college is known as Wolastoq (Saint John River), along which live Wolastoqiyik – the people of the beautiful and bountiful river.

FALL 2024 21 CREDITS	DIGD 2000 Modeling and Texturing I 6 CREDITS		DIGD 2001 Visual Storytelling 6 CREDITS	DIGD 2005 Directions in 3D 3 CREDITS	DIGD 2003 Digital Imaging 3 CREDITS	DRAW 2905 Constructive Drawing I 3 CREDITS
WINTER 2025 18 CREDITS	DIGD 2010 Modeling and Texturing II 6 CREDITS		DIGD 2009 World Building 6 CREDITS	ENTR 2012 Business Practices and Marketing 3 CREDITS	DRAW 2911 Life Drawing for 3D Digital Design 3 CREDITS	
SPRING 2025 6 CREDITS	DRAW 2912 Constructive Drawing II 3 CREDITS	DIGD 2013 Character Design and Modeling 3 CREDITS				

FALL 2025 15 CREDITS	DIGD 3000 Modelling and Texturing III 6 CREDITS	DIGD 3035 Character Rigging and Animation 3 CREDITS	DIGD 3004 Animation 3 credits	DIGD 3030 3D Print: Production 3 CREDITS		
WINTER 2026 18 CREDITS	DIGD 3003 Modeling and Texturing IV 9 CREDITS		DIGD 3002 Advanced Animation 3 CREDITS	ENTR 3913 Preparing for a Career in 3D Digital Design 3 CREDITS	DIGD 3034 3D Print: Finishing 3 CREDITS	
SPRING 2026 6 CREDITS	CHOOSE 1: INST 3902 Senior Practicum 6 CREDITS INST 3910 Senior Project: 3D Digital Design 6 CREDITS					

Total Diploma Credits: 84

Fall 1

Code	Title	Credits	Scheduled Hours	Nominal Hours	Requisites
DIGD 2000	Modeling and Texturing I	6	90	180	None
DIGD 2001	Visual Storytelling	6	90	180	None
DIGD 2005	Directions in 3D	3	45	90	None
DIGD 2003	Digital Imaging	3	45	90	None
DRAW 2905	Constructive Drawing I	3	45	90	None

Total of credits: 21.00

Winter 1

Code	Title	Credits	Scheduled Hours	Nominal Hours	Requisites
DIGD 2010	Modeling and Texturing II	6	90	180	DIGD 2000
DIGD 2009	World Building	6	90	180	DIGD 2001
ENTR 2012	Business Practices and Marketing	3	45	90	ENTR 2011 or DIGD 2005 or FADN 2901
DRAW 2911	Life Drawing for 3D Digital Design	3	45	90	None

Total of credits: 18.00

Spring 1

Code	Title	Credits	Scheduled Hours	Nominal Hours	Requisites
DRAW 2912	Constructive Drawing II	3	90	45	DRAW 2905
DIGD 2013	Character Design and Modeling	3	90	45	DIGD 2010 DRAW 2911 DRAW 2905

Total of credits: 6.00

Fall 2

Code	Title	Credits	Scheduled Hours	Nominal Hours	Requisites
DIGD 3000	Modeling and Texturing III	6	90	180	DIGD 2010

DIGD 3035	Character Rigging and Animation	3	45	90	DIGD 2013
DIGD 3004	Animation	3	45	90	DIGD 2001
DIGD 3030	3D Print: Production	3	45	90	DIGD 2010

Total of credits: 15.00

Winter 2

Code	Title	Credits	Scheduled Hours	Nominal Hours	Requisites
DIGD 3003	Modeling and Texturing IV	9	135	270	DIGD 3000
DIGD 3002	Advanced Animation	3	45	90	DIGD 3004 DIGD 3035
ENTR 3913	Preparing for a Career in 3D Digital Design	3	45	90	ENTR 2012
DIGD 3034	3D Print: Finishing	3	45	90	DIGD 2010

Total of credits: 18.00

Spring 2

Code	Title	Credits	Scheduled Hours	Nominal Hours	Requisites	
Choose one:	INST 3902	Senior Practicum	6	90	180	None
	INST 3910	Senior Project: 3D Digital Design	6	90	180	None

Total of credits: 6.00

Total Diploma Credits: 84

Course Code/Title: DIGD 2000 Modeling and Texturing I

Academic Dean: Jared Peters

Requisites: None

Nominal/Scheduled Hours: 180/90

Credits: 6

Lecture	Studio	Homework	Independent Study	Practicum
45	45	90	0	0

Course Description

In this course, students are introduced to basic 3D modeling and texturing techniques. They practice these techniques to develop a personal workflow in constructing objects from reference. Students will learn how to apply both texture and materials to finalize the model.

Course Learning Outcomes

Upon the successful completion of this course, students will have demonstrated the ability to:

1. Understand how to navigate and create in a 3D environment.
2. Analyze an object to determine the most effective way to recreate the object in 3D.
3. Create textures and materials for 3D models.
4. Select the appropriate technique to add detail to 3D models.
5. Demonstrate professionalism in the classroom.

Student Attendance And Participation Policy

All students are expected to attend and participate in every class, studio, work practicum and other course activity.

Evaluation Plan

The evaluation plan for each specific medium is provided on the Learning Experiences Outlines document. No single project will exceed 35% of the final grade.

Grading Basis: Graded with pass mark of 60%.

Course Code/Title: DIGD 2001 Visual Storytelling

Academic Dean: Jared Peters

Requisites: None

Nominal/Scheduled Hours: 180/90

Credits: 6

Lecture	Studio	Homework	Independent Study	Practicum
45	45	90	0	0

Course Description

In this course students will use design elements to study visual storytelling using 2D imagery. Students will apply this knowledge to storyboarding and animation, and will also study basic animation concepts.

Course Learning Outcomes

Upon the successful completion of this course, students will have demonstrated the ability to:

1. Understand various forms of visual communication.
2. Compose imagery that communicates intended meaning, and creatively expresses ideas and concepts.
3. Assemble moving images on a linear timeline and create additive meaning.
4. Create a storyboard that describes the framing and order of shots in a time-based environment.
5. Demonstrate professionalism in the classroom.

Student Attendance And Participation Policy:

All students are expected to attend and participate in every class, studio, work practicum and other course activity.

Evaluation Plan

The evaluation plan for each specific medium is provided on the Learning Experiences Outlines document. No single project will exceed 35% of the final grade.

Grading Basis: Graded with pass mark of 60%.

Course Code/Title: DIGD 2005 Directions in 3D

Academic Dean: Jared Peters

Requisites: None

Nominal/Scheduled Hours: 90/45

Credits: 3

Lecture	Studio	Homework	Independent Study	Practicum
20	25	45	0	0

Course Description

In this course students will be introduced to the many possible applications and revenue streams available to 3D Digital Designers. Students will be encouraged to look at the work of other artists and designers and examine what they are doing in the field. Additionally, they will learn about self-promotion studies.

Course Learning Outcomes

Upon the successful completion of this course, students will have demonstrated the ability to:

1. Understand the possible creative opportunities in our field.
2. Engage in self-promotion.
3. Find and evaluate possible revenue streams.
4. Determine how to become part of the bigger community.
5. Demonstrate professionalism in the classroom.

Student Attendance And Participation Policy

All students are expected to attend and participate in every class, studio, work practicum and other course activity.

Evaluation Plan

The evaluation plan for each specific medium is provided on the Learning Experiences Outlines document. No single project will exceed 35% of the final grade.

Grading Basis: Graded with pass mark of 60%.

Course Code/Title: DIGD 2003 Digital Imaging

Academic Dean: Jared Peters

Requisites: None

Nominal/Scheduled Hours: 90/45

Credits: 3

Lecture	Studio	Homework	Independent Study	Practicum
20	25	45	0	0

Course Description

In this course, students acquire, manipulate and create digital imagery by utilizing the basic tools and techniques for pixel based imagery. They use digitizing devices such as cameras and scanners to acquire images and learn to manipulate and control the technical aspects of the digital image. In addition, they format images for various purposes and media destinations while exploring the creative possibilities that pixel-based imagery provides.

Course Learning Outcomes

Upon the successful completion of this course, students will have demonstrated the ability to:

1. Use appropriate software applications for the creation, correction, retouching and manipulation of digital images.
2. Assemble digital images to create panoramic and high dynamic-range images.
3. Capture and import digital images from a digital camera and perform digitization functions with a scanner.
4. Manipulate a photographic image to create a seamless tileable image for use in texturing.
5. Demonstrate professionalism in the classroom.

Student Attendance And Participation Policy

All students are expected to attend and participate in every class, studio, work practicum and other course activity.

Evaluation Plan

The evaluation plan for each specific medium is provided on the Learning Experiences Outlines document. No single project will exceed 35% of the final grade.

Grading Basis: Graded with pass mark of 60%.

Course Code/Title: DRAW 2905 Constructive Drawing I

Academic Dean: Jared Peters

Requisites: None

Nominal/Scheduled Hours: 90/45

Credits: 3

Lecture	Studio	Homework	Independent Study	Practicum
10	35	45	0	0

Course Description

In this course, students draw convincing 3D forms from plans and imagination by freehand and perspective construction methods. Using predominantly pencil, they draw fundamental and complex forms, incorporate them in spatial settings and also render value on lighted forms. These techniques provide basic skills for the visualization and development of 3D imagery for applications in character design, storyboard illustration (for film or gaming), graphic novels and/or presentation renderings.

Course Learning Outcomes

Upon the successful completion of this course, students will have demonstrated the ability to:

1. Construct accurate perspective drawings of fundamental forms, from plans or imagination.
2. Use freehand perspective construction, with knowledge of fundamental solids, and create compound forms from imagination.
3. Create convincing 3D illustrations in spatial settings and with appropriate tonal range.
4. Use appropriate terminology and procedures for perspective projection and orthographic drawings, being familiar with other projection systems.
5. Demonstrate professionalism in the classroom.

Student Attendance And Participation Policy

All students are expected to attend and participate in every class, studio, work practicum and other course activity.

Evaluation Plan

The evaluation plan for each specific medium is provided on the Learning Experiences Outlines document. No single project will exceed 35% of the final grade.

Grading Basis: Graded with pass mark of 60%.

Course Code/Title: DIGD 2010 Modeling and Texturing II

Academic Dean: Jared Peters

Requisites: DIGD 2000

Nominal/Scheduled Hours: 180/90

Credits: 6

Lecture	Studio	Homework	Independent Study	Practicum
40	50	90	0	0

Course Description

In this course, students learn advanced techniques for 3D modeling and texturing. They explore the applications of 3D principles and design concepts in order to translate from digital objects into physical objects. Students will be introduced to sculpting techniques as an alternative to traditional modeling.

Course Learning Outcomes

Upon the successful completion of this course, students will have demonstrated the ability to:

1. Build on introductory techniques for both hard surface modeling and sculpting.
2. Use software to paint and texture 3D models.
3. Use the elements and principles of design, and imagination to create 3D models.
4. Analyze a variety of applications and techniques for 3D printing.
5. Demonstrate professionalism in the classroom.

Student Attendance And Participation Policy

All students are expected to attend and participate in every class, studio, work practicum and other course activity.

Evaluation Plan

The evaluation plan for each specific medium is provided on the Learning Experiences Outlines document. No single project will exceed 35% of the final grade.

Grading Basis: Graded with pass mark of 60%.

Course Code/Title: DIGD 2009 World Building

Academic Dean: Jared Peters

Requisites: DIGD 2001

Nominal/Scheduled Hours: 180/90

Credits: 6

Lecture	Studio	Homework	Independent Study	Practicum
45	45	90	0	0

Course Description

In this course students will analyze and design environments and assets used in 3D projects. This course is a practical application of visual storytelling. They will engage in communicating visually, constructing meaning, and elevating impact using set design, lighting, and location.

Course Learning Outcomes

Upon the successful completion of this course, students will have demonstrated the ability to:

1. Understand the history of world building.
2. Use colour theory to convey genre, atmosphere, and emotion in moving and interactive images.
3. Distinguish between functionality and esthetics in set design.
4. Construct a snapshot of a fictional world.
5. Demonstrate professionalism in the classroom.

Student Attendance And Participation Policy

All students are expected to attend and participate in every class, studio, work practicum and other course activity.

Evaluation Plan

The evaluation plan for each specific medium is provided on the Learning Experiences Outlines document. No single project will exceed 35% of the final grade.

Grading Basis: Graded with pass mark of 60%.

Course Code/Title: ENTR 2012 Business Practices and Marketing
 Academic Dean: Jared Peters
 Requisites: ENTR 2011, DIGD 2005 or FADN 2901
 Nominal/Scheduled Hours: 90/45
 Credits: 3

Lecture	Studio	Homework	Independent Study	Practicum
30	15	45	0	0

Course Description

This course is designed to provide creative entrepreneurs with an understanding of fundamental business vocabulary and processes, emphasizing how these concepts overlap and complement design vocabulary and processes. Students will learn how to market and promote their products and services online effectively. Students will learn how design thinking skills can be used to identify and execute business opportunities, and how to employ the key principles of marketing to develop strategies to create brand awareness, engage with customers, and increase sales and opportunities. The course will also focus on using various digital marketing tools and techniques to create online presence, drive traffic, and generate leads. Students will learn essential business concepts through a combination of theoretical and practical learning, with an emphasis on hands-on projects, case studies, and group discussions.

Course Learning Outcomes

Upon the successful completion of this course, students will be able to:

1. Identify and interpret essential business terminology, and understand how fundamental business principles intersect, correlate and elevate design principles.
2. Develop a marketing plan for their creative business that aligns with their brand values and objectives.
3. Experiment with early designs in branding and communications elements and build brand identity through compelling storytelling.
4. Apply design thinking techniques to create a robust online presence across different digital platforms such as social media, websites, and email marketing, and utilize resources effectively.
5. Conduct a SWOT analysis and a competitive analysis of their creative business.
6. Work with peers collaboratively in a team setting and apply career readiness skills such as problem solving, critical thinking, and teamwork to marketing challenges.
7. Support the expansion of their resiliency capacity through self-assessments, and conceptualize how a growth versus fixed mindset influences creative entrepreneurial activities.

Student Attendance And Participation Policy

All students are expected to attend and participate in every class, studio, work practicum and other course activity.

Evaluation Plan

The evaluation plan for each specific medium is provided on the Learning Experiences Outlines document. No single project will exceed 35% of the final grade.

Grading Basis: Graded with pass mark of 60%.

Course Code/Title: DRAW 2911 Life Drawing for 3D Digital Design
 Academic Dean: Jared Peters
 Requisites: None
 Nominal/Scheduled Hours: 90/45
 Credits: 3

Lecture	Studio	Homework	Independent Study	Practicum
20	25	45	0	0

Course Description

In this course, students enhance their capacity to see, interpret and draw the complex 3D form of the body. They develop their ability to draw the life model with attention to proportions, shape and general anatomy. Students increase their facility with essential strategies such as gesture, massing, mapping and sighting as applied to figure drawing. In addition, they learn to be expressive and intentional when depicting the human form.

Course Learning Outcomes

Upon the successful completion of this course, students will have demonstrated the ability to:

1. Choose drawing strategies that can express space, form and depth in a drawing, especially of the life model.
2. Produce drawings of the life model that reflect the ability to analyze and represent the structure and form of the human figure.
3. Engage in the process of life drawing attending to perceptual and aesthetic concerns in the drawing process.
4. Critique figure drawings using the appropriate terminology and reflecting an understanding of concepts such as proportion, structure or form, use of value, general anatomy and aesthetics.
5. Demonstrate professionalism in the classroom.

Student Attendance And Participation Policy

All students are expected to attend and participate in every class, studio, work practicum and other course activity.

Evaluation Plan

The evaluation plan for each specific medium is provided on the Learning Experiences Outlines document. No single project will exceed 35% of the final grade.

Grading Basis: Graded with pass mark of 60%.

Course Code/Title: DRAW 2912 Constructive Drawing II

Academic Dean: Jared Peters

Requisites: DRAW 2905

Nominal/Scheduled Hours: 90/45

Credits: 3

Lecture	Studio	Homework	Independent Study	Practicum
10	35	45	0	0

Course Description

In this course, students become familiar with human proportions and anatomical landmarks that allow them to construct figures from simple forms. They learn techniques to determine and control size in perspective depth, to create perspective reflections and to introduce figures into perspective views.

Course Learning Outcomes

Upon the successful completion of this course, students will have demonstrated the ability to:

1. Construct a figure from simple forms using convincing human proportions and anatomical landmarks.
2. Construct a complex perspective view that incorporates figures.
3. Create a plan view from a perspective view.
4. Create imagery that communicates intended information and/or expresses specific ideas and/or concepts with creativity and imagination.
5. Successfully analyze a variety of techniques in order to creatively solve problems related to the development of projects.
6. Develop a work process that reflects effective resource management for constructing and organizing a workable project (e.g. time, workload, information and other resources).

Student Attendance And Participation Policy

All students are expected to attend and participate in every class, studio, work practicum and other course activity.

Evaluation Plan

The evaluation plan for each specific medium is provided on the Learning Experiences Outlines document. No single project will exceed 35% of the final grade.

Grading Basis: Graded with pass mark of 60%.

Course Code/Title: DIGD 2013 Character Design and Modeling
 Academic Dean: Jared Peters
 Requisites: DIGD 2010, DRAW 2911, DRAW 2905
 Nominal/Scheduled Hours: 90/45

Credits: 3

Lecture	Studio	Homework	Independent Study	Practicum
20	35	45	0	0

Course Description

In this course, students will explore the many aspects of character creation and development. Students will use shape and form language to convey aspects of visual design and build on their understanding of modeling for the purpose of animation.

Course Learning Outcomes

Upon the successful completion of this course, students will have demonstrated the ability to:

1. Design 3D characters with consideration given to movement and animation.
2. Model a character based on reference material.
3. Create maps and textures for 3D characters.
4. Analyze and apply aesthetic concepts with regards to character design.
5. Demonstrate professionalism in the classroom.

Student Attendance And Participation Policy

All students are expected to attend and participate in every class, studio, work practicum and other course activity.

Evaluation Plan

The evaluation plan for each specific medium is provided on the Learning Experiences Outlines document. No single project will exceed 35% of the final grade.

Grading Basis: Graded with pass mark of 60%.

Course Code/Title: DIGD 3000 Modeling and Texturing III

Academic Dean: Jared Peters

Requisites: DIGD 2010

Nominal/Scheduled Hours: 180/90

Credits: 6

Lecture	Studio	Homework	Independent Study	Practicum
40	50	90	0	0

Course Description

In this course, students will explore 3D production techniques in order to construct an asset package for use in other applications. They will also perfect their own personal workflow.

Course Learning Outcomes

Upon the successful completion of this course, students will have demonstrated the ability to:

1. Produce modular assets with a focus on reusability and versatility.
2. Understand limitations of resolution in regards to pixel density.
3. Perfect a personalized workflow with a focus on both speed and accuracy.
4. Understand and adapt to variables and deadlines.
5. Demonstrate professionalism in the classroom.

Student Attendance And Participation Policy:

All students are expected to attend and participate in every class, studio, work practicum and other course activity.

Evaluation Plan

The evaluation plan for each specific medium is provided on the Learning Experiences Outlines document. No single project will exceed 35% of the final grade.

Grading Basis: Graded with pass mark of 60%.

Course Code/Title: DIGD 3035 Character Rigging and Animation

Academic Dean: Jared Peters

Requisites: DIGD 2013

Nominal/Scheduled Hours: 90/45

Credits: 3

Lecture	Studio	Homework	Independent Study	Practicum
20	25	45	0	0

Course Description

In this course, students learn the concepts and practice of character rigging for use in games and animation. Students will use a variety of methods to control and manipulate the character and convey both intention and emotion.

Course Learning Outcomes

Upon the successful completion of this course, students will have demonstrated the ability to:

1. Prepare a complete rig for bipedal characters.
2. Employ techniques to convey purpose in an animated character.
3. Evaluate different solutions to animation issues and determine which best suit the specific needs of the project.
4. Produce an accurate weight paint map to control a 3D character.
5. Demonstrate professionalism in the classroom.

Student Attendance And Participation Policy

All students are expected to attend and participate in every class, studio, work practicum and other course activity.

Evaluation Plan

The evaluation plan for each specific medium is provided on the Learning Experiences Outlines document. No single project will exceed 35% of the final grade.

Grading Basis: Graded with pass mark of 60%.

Course Code/Title: DIGD 3004 Animation

Academic Dean: Jared Peters

Requisites: DIGD 2001

Nominal/Scheduled Hours: 90/45

Credits: 3

Lecture	Studio	Homework	Independent Study	Practicum
20	25	45	0	0

Course Description

In this course, students will bring their creations to life by building on concepts first introduced in Visual Storytelling. They explore ideas such as keyframes, interpolation, and lighting. Students will gain proficiency in both 2D and 3D animation.

Course Learning Outcomes

Upon the successful completion of this course, students will have demonstrated the ability to:

1. Apply traditional animation concepts to 3D animation.
2. Create convincing movement for 2D and 3D forms.
3. Use armatures to control complex movement of organic and inorganic forms.
4. Explore methods for combining 2D and 3D animation techniques.
5. Demonstrate professionalism in the classroom.

Student Attendance And Participation Policy

All students are expected to attend and participate in every class, studio, work practicum and other course activity.

Evaluation Plan

The evaluation plan for each specific medium is provided on the Learning Experiences Outlines document. No single project will exceed 35% of the final grade.

Grading Basis: Graded with pass mark of 60%.

Course Code/Title: DIGD 3030 3D Print: Production

Academic Dean: Jared Peters

Requisites: DIGD 2010

Nominal/Scheduled Hours: 90/45

Credits: 3

Lecture	Studio	Homework	Independent Study	Practicum
10	35	45	0	0

Course Description

In this course, students explore the applications of 3D principles in the context of the printing process. They apply knowledge of modeling in a practical manner and test each printer's limitations. Students gain skills and develop problem-solving abilities with this process.

Course Learning Outcomes

Upon the successful completion of this course, students will have demonstrated the ability to:

1. Become familiar with 3D printers and understand their limitations.
2. Use the elements and principles of design to create printable 3D models with creativity and imagination.
3. Explore various 3D print media.
4. Gain experience with specific software used with 3D printing.
5. Analyze a variety of applications and techniques for 3D printing.
6. Demonstrate professionalism in the classroom.

Student Attendance And Participation Policy

All students are expected to attend and participate in every class, studio, work practicum and other course activity.

Evaluation Plan

The evaluation plan for each specific medium is provided on the Learning Experiences Outlines document. No single project will exceed 35% of the final grade.

Grading Basis: Graded with pass mark of 60%.

Course Code/Title: DIGD 3003 Modeling and Texturing IV

Academic Dean: Jared Peters

Requisites: DIGD 3000

Nominal/Scheduled Hours: 180/90

Credits: 9

Lecture	Studio	Homework	Independent Study	Practicum
45	90	135	0	0

Course Description

In this course, students will build on their knowledge of asset creation by exploring alternative software solutions for modeling. By integrating a variety of new tools students will elevate their existing software knowledge.

Course Learning Outcomes

Upon the successful completion of this course, students will have demonstrated the ability to:

1. Create advanced assets for use in game development.
2. Evaluate software applications for use in creating assets.
3. Develop and perfect personal workflow in creating 3D objects.
4. Generate work that reflects initiative, creativity, adaptability and personal style.
5. Demonstrate professionalism in the classroom.

Student Attendance And Participation Policy

All students are expected to attend and participate in every class, studio, work practicum and other course activity.

Evaluation Plan

The evaluation plan for each specific medium is provided on the Learning Experiences Outlines document. No single project will exceed 35% of the final grade.

Grading Basis: Graded with pass mark of 60%.

Course Code/Title: DIGD 3002 Advanced Animation

Academic Dean: Jared Peters

Requisites: DIGD 3004, DIGD 3035

Nominal/Scheduled Hours: 90/45

Credits: 3

Lecture	Studio	Homework	Independent Study	Practicum
20	25	45	0	0

Course Description

In this course, students will create a short animated piece, taking it along all the developmental stages from conception, scripting, and storyboarding to rigging, lighting, and rendering.

Course Learning Outcomes

Upon the successful completion of this course, students will have demonstrated the ability to:

1. Use their knowledge of visual communication to conceptualize an effective animated piece.
2. Create a plan for setting up a scene that will incorporate lighting and allow for motion and other changes over a specific time period.
3. Build, light, and rig a scene as part of an animated piece.
4. Make informed choices about rendering an animated piece.
5. Demonstrate professionalism in the classroom.

Student Attendance And Participation Policy

All students are expected to attend and participate in every class, studio, work practicum and other course activity.

Evaluation Plan

The evaluation plan for each specific medium is provided on the Learning Experiences Outlines document. No single project will exceed 35% of the final grade.

Grading Basis: Graded with pass mark of 60%.

Course Code/Title: ENTR 3913 Preparing for a Career in 3D Digital Design

Academic Dean: Jared Peters

Requisites: ENTR 2012

Nominal/Scheduled Hours: 90/45

Credits: 3

Lecture	Studio	Homework	Independent Study	Practicum
35	10	45	0	0

Course Description

In this course, students will develop an understanding of the 3D marketplace and how to shape their place in it. Students will study market trends and freelance best practices. They will also build portfolios.

Course Learning Outcomes

Upon the successful completion of this course, students will have demonstrated the ability to:

1. Develop the personal and interpersonal skills needed to function as an employee or as an independent business entity.
2. Develop time management skills and self-direction.
3. Understand how to price labour and assets.
4. Showcase their work professionally in an online portfolio platform.
5. Demonstrate professionalism in the classroom.

Student Attendance And Participation Policy

All students are expected to attend and participate in every class, studio, work practicum and other course activity.

Evaluation Plan

The evaluation plan for each specific medium is provided on the Learning Experiences Outlines document. No single project will exceed 35% of the final grade.

Grading Basis: Graded with pass mark of 60%.

Course Code/Title: DIGD 3034 3D Print: Finishing

Academic Dean: Jared Peters

Requisites: DIGD 2010

Nominal/Scheduled Hours: 90/45

Credits: 3

Lecture	Studio	Homework	Independent Study	Practicum
15	30	45	0	0

Course Description

In this course, students will experiment with finishing techniques for models 3D printed in a variety of materials. They will test various finishing processes on a variety of materials, and choose to focus on a specific material and process. In addition, students will develop a personal finishing style.

Course Learning Outcomes

Upon the successful completion of this course, students will have demonstrated the ability to:

1. Experiment with different finishing processes.
2. Use the elements and principles of design to create printable 3D models.
3. Determine the limitations of each material.
4. Construct presentation ready 3D printed pieces with an emphasis on creative personal style.
5. Use design specific terminology to critique and evaluate finished pieces.
6. Demonstrate professionalism in the classroom.

Student Attendance And Participation Policy:

All students are expected to attend and participate in every class, studio, work practicum and other course activity.

Evaluation Plan

The evaluation plan for each specific medium is provided on the Learning Experiences Outlines document. No single project will exceed 35% of the final grade.

Grading Basis: Graded with pass mark of 60%.

Course Code/Title: INST 3902 Senior Practicum

Academic Dean: Jared Peters

Requisites: None

Nominal/Scheduled Hours: 180/0

Credits: 6

Lecture	Studio	Homework	Independent Study	Practicum
0	0	0	0	180

Course Description

In this course, students are given the opportunity to work within a business or organization. They develop a professional level of conduct as they further their interpersonal workplace skills. In addition, they actively participate in the specialized activities of their practicum.

Course Learning Outcomes

Upon the successful completion of this course, students will have demonstrated the ability to:

1. Display a professional level of conduct by maintaining an appropriate attitude in a business/organization related to their field of study.
2. Articulate the pros and cons of working within a business/organization with a practical understanding of their professional field.
3. Exhibit a positive work ethic by being fully engaged in their placement and displaying effective work habits.
4. Successfully manage and identify the complex and diverse needs related to their specialized field.
5. Compile a portfolio of samples/photographs of work completed during the practicum subject to the permissions/restrictions of the host company.

Student Attendance And Participation Policy

All students are expected to attend and participate in every class, studio, work practicum and other course activity.

Evaluation Plan

The evaluation plan for each specific medium is provided on the Learning Experiences Outlines document. No single project will exceed 35% of the final grade.

Grading Basis: Graded with pass mark of 60%.

Course Code/Title: INST 3910 Senior Project: 3D Digital Design

Academic Dean: Jared Peters

Requisites: None

Nominal/Scheduled Hours: 180/90

Credits: 6

Lecture	Studio	Homework	Independent Study	Practicum
30	60	0	90	0

Course Description

In this course, students produce a significant piece or series that becomes the focal point of their portfolio. They submit a proposal that determines the form and scope of their final project. This project requires students to integrate their creative abilities, design knowledge and personal aesthetics with technical prowess.

Course Learning Outcomes

Upon the successful completion of this course, students will have demonstrated the ability to:

1. Exhibit originality and personal creativity by creating a singular or series-based portfolio piece that forms the nucleus of their portfolios.
2. Display an ability to work independently while self-managing a project from concept to completion of professional size and scope.
3. Conduct research of current trends and/or a product's viability in a proposed studio project.
4. Synthesize personal creative abilities and aesthetic sensibilities with design knowledge and technical skills in the creation of professional-level work.
5. Self-evaluate and assess through critical analysis and comparison to existing work in the professional marketplace.

Student Attendance And Participation Policy:

All students are expected to attend and participate in every class, studio, work practicum and other course activity.

Evaluation Plan

The evaluation plan for each specific medium is provided on the Learning Experiences Outlines document. No single project will exceed 35% of the final grade.

Grading Basis: Graded with pass mark of 60%.