3D Content Creation

Course Syllabus

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Objective: To apply your knowledge of computer graphics to render a game level.

Textbook: Varies significantly based on API used and student preference.

Academic Dishonesty: This is a solo project course. Do not work together.

Lectures: We talk about low-level hardware graphics APIs and how to use them.

Programming Assignments: Where you are directly introduced to specific APIs.

Level Renderer: Pick an API and use it to draw a list of Blender exported models.

Milestones: Explain new features and take screenshots showing your progress.

Grading: 10% Milestones, 10% GPS , 30% Assignments, 50% Level Renderer.

Sick Policy: Dr./Clinic note == Excused. Make-up work can substitute this note.

Late Policy: We use the standard Full Sail Computer Science late policy.

Blue Shell: You can always earn 50% but assignments must be 100% perfect.

Schedule: Hardware, Debugging, Shaders, Models, Renderer, Advanced Effects

Office Hours: Friday via Zoom, you will need to schedule an appointment.

Tutoring: Go to the tutoring center, also please be a tutor they are awesome.