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## COURSE SYLLABUS

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Computer Aided Drafting & Design  
Industrial Technology Department  
Technical Education Division  
South Plains College  
Levelland Campus

**Instructor:** Jason R. Bush, AIA  
**Office:** Technical Arts Center, 205A  
**Phone:** (806) 716-2351  
**Email:** [jbush@southplainscollege.edu](mailto:jbush@southplainscollege.edu)  
**Office Hours:** T/Th: 8:30am-10:30am (by appointment)  
F: 8:00am-12:00pm (by appointment)

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### COURSE INFORMATION

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<b>COURSE NUMBER</b>	DFTG-1302-001
<b>COURSE TITLE</b>	Introduction to Technical Animation and Rendering
<b>PREREQUISITE(S)</b>	None
<b>LOCATION</b>	TA 207B
<b>MEETING TIME</b>	T/Th 8:00am – 10:40am
<b>TEXTBOOK</b>	None
<b>DESCRIPTION</b>	This course is a basic study of technical computer 3D models and animation.
<b>SCOPE</b>	The scope of <u>Introduction to Technical Animation and Rendering</u> will be for sixteen weeks, which will include two (2) hours of lecture per week and four (4) hours of laboratory experience per week, for a total of ninety-six (96) contact hours per semester.
<b>COURSE OUTCOMES</b>	Identify basic terminology and concepts associated with the development of technical computer models and animation; create a technical 3-D simulation using lighting, cameras, materials, textures, views, and scenes; and demonstrate importing models and reference drawings from computer-aided design and/or solid modeling programs.
<b>COURSE TOPICS</b>	<ol style="list-style-type: none"><li>1) Introduction to SketchUp Pro 2023 and Chaos V-Ray</li><li>2) Basic 3D Modeling Techniques</li><li>3) Working with Architectural Objects</li><li>4) Materials and Textures</li><li>5) Lighting and Cameras</li><li>6) Daylight and Rendering</li><li>7) Animation and Digital Publishing</li><li>8) Digital Image Creation and Publishing</li></ol>

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### GRADING

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<b>WEIGHTS</b>	Attendance	<b>30%</b>	<b>SCALE</b>	<b>A</b>	90 – 100%
	Assignments	<b>40%</b>		<b>B</b>	80 – 89%
	Final Project	<b>30%</b>		<b>C</b>	70 – 79%
				<b>D</b>	60 – 69%
				<b>F</b>	59% or Below

<b>ASSIGNMENTS</b>	Practical drawing, modeling, animation and/or research assignments will be periodically assigned to demonstrate proficiency in various topics covered in class. These assignments are to be completed during laboratory time and will be graded on but not limited to the following items: <ol style="list-style-type: none"><li>1. Neatness</li><li>2. Correctness and Accuracy</li><li>3. Layer Management Criteria</li><li>4. Digital Image File Creation</li></ol>
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5. Digital Content Creation
6. File Name Management and Publishing

**FINAL PROJECT**

The Final Project will be assigned near the end of the semester and will be used to demonstrate practical proficiency in the various topics covered in class throughout the semester. The final project is intensive and will require multiple laboratory periods to complete.

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**CLASSROOM POLICIES**

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**ATTENDANCE**

**Three (3) absences**, for any reason, are allowed per semester. Your attendance grade will drop ten (10) percentage points for each absence over the allowable limit.

Late arrival (Tardiness), defined as not being present in class within 15 minutes of the scheduled start of class, will count as a ½ absence. A maximum of ***six (6) late arrivals*** are allowed per semester. Your attendance grade will drop ten (10) percentage points for each late arrival over the allowable limit.

If a student has not participated in the course in any form for a minimum of six (6) consecutive classes, without any communication from the student and is earning a solid “F”, the student will be contacted and encouraged to initiate a student withdrawal.

**WITHDRAWAL**

Any student wishing to drop this class should go through the proper procedure of initiating the withdrawal by obtaining a ***drop form*** from the Registrar's Office.

**OTHER POLICIES**

Drinks are allowed in the classroom/lab during lecture. Food is not allowed in the classroom/lab during lecture. Food and/or drinks will be allowed in the classroom/lab near a student’s workstation if the computers are not affected in a negative way and/or the food/drinks do not distract/disturb the instructor or other students. All drinks must be stored away from the computer so as not to damage any component. All workstations must be thoroughly cleaned, and all trash must be properly disposed of before a student leaves class.

Music is allowed in the classroom during lab time if it is played through headphones.

Cellphones are only permitted during lab time when used directly for research or class initiatives. If your cell phone rings or you need to make a phone call, please promptly excuse yourself from the class to address the call.

At the discretion of the instructor, a failing grade (“F”) may be assigned to a student’s overall course grade and/or the student’s assignment grade in the case of academic dishonesty (cheating) and/or plagiarism due to the severity of the student’s actions and disregard for the learning objectives of the course.

Students should adhere to all other standards established in the SPC Catalog found under *Student Conduct*.

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**ACCOMMODATIONS**

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Students can find statements regarding COVID-19 Protocol, Intellectual Exchange, Disabilities, Non-Discrimination, Title IX Pregnancy Accommodations, CARE (Campus Assessment, Response, and Evaluation) Team, and Campus Concealed Carry at <https://www.southplainscollege.edu/syllabusstatements/>.