

# 강의계획서(SYLLABUS)

## 1. 과목개요

(\*)는 공학교육인증 교과목 관련 항목이므로 공학인증과 무관한 강의는 입력할 필요 없음.  
Item with (\*) are only for the ABEEK Program.

| 년도<br>(Year)                          | 2017학년도                                                                                                                                                                 | 학기<br>(Semester)      | 2 학기     |
|---------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-----------------------|----------|
| 담당교수<br>(Instructor)                  | 임찬                                                                                                                                                                      | 강좌명<br>(Course Title) | 3D그래픽디자인 |
| 교과목 개요<br>(Course Description)        | _understanding VFX for TV, Film, and TV Commercial<br>_AfterEffects 2D<br>_Maya 3D applications<br>_greenscreen composite for reality & digital environment visa versa. |                       |          |
| 교과목 교육목표<br>(Course Objectives)       | 1. _complete 2D 3D composite potfolio<br>2. _hands-on VFX                                                                                                               |                       |          |
| 주요교재<br>및<br>참고자료<br>(Required Texts) | *주교재/VFX                                                                                                                                                                |                       |          |
| 선수과목(*)<br>(Prerequisite Courses)     |                                                                                                                                                                         |                       |          |

## 2. 주차별 강의내용

| 주<br>(Week) | 강의<br>(Lecture)                   | 세부내용<br>(Description)            | 핵심어<br>(Keyword) |
|-------------|-----------------------------------|----------------------------------|------------------|
| 1           | 01_preview                        | previous works                   | reference video  |
| 2           | 02_chamfer_Extrude...ETC          | working on edit mesh             | mesh control     |
| 3           | 03_MakeHall                       | making a hall on object          | hall             |
| 4           | 04_Nurbs                          | modeling using nurbs             | nurbs            |
| 5           | 05_ApplyingMaterialsWithMentalRay | materials and textures           | mentalaray       |
| 6           | 06_Skeleton_Leg                   | creating skeleton upto leg       | skeleton         |
| 7           | 07_skeleton_Complete              | complete skeleton parenting      | parenting        |
| 8           | 08_LowerBody Ctrol                | adding controllers on lower part | controler        |
| 9           | 09_UpperBody Ctrol                | adding controllers on upper part | controller       |
| 10          | 10-1_HumanInvertKinetic           | creating human IK                | human IK         |
|             | 10-2. HumanIK                     | creating human IK                | human IK         |
| 11          | 11-1.Controlllers                 | adding controllers on Cave man   | controller       |
|             | 11-2.Controlllers                 | adding controllers on Cave man   | controller       |
|             | 11-3.Controlllers                 | adding controllers on Cave man   | controller       |
| 12          | 12-1.Physics                      | rendering physics                | fire dynamics    |
|             | 12-2.Physics                      | rendering physics                | fire dynamics    |
|             | 12-3.Physics                      | rendering physics                | fire dynamics    |
| 13          | 13. simulation                    | water physics simulation         | simulation       |
| 14          | 14-1. DOF                         | depth of field practice          | depth of field   |
|             | 14-2.idling                       | idling animation sample          | animation        |