

MR.HOPKINS

3DANIMATION2

2025-2026

Campus: Central & Lakeview

Location: Oakes Campus V-1

CONTACT INFO

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Oakes Room V-1

OBJECTIVES

In this class, students will learn the basics of 3D computer graphics, and get an introduction to the world of digital media creation. This course will cover modeling for animation, games, CGI, virtual reality, and even physics simulations. The goal by the end of the year is to work towards official certification and competency in industry standard programs.

PC USAGE

This class will rely heavily on high quality computers provided by the school and CTE department. Students must take care of the machines throughout the year and mistreatment of the equipment will not be tolerated and can be grounds for disciplinary action and even removal from the course. This includes installing unauthorized software, intentional damage to monitors, cases, keyboards, etc.

EXPECTATIONS

Right after entering the classroom students should **immediately log-in before class starts**. This helps us address computer issues before they hold up the class. During class, it will be a roughly 50/50 split between lectures and individual student work/research. Note-taking is graded and mandatory, and I will be monitoring the room to make sure that everyone is on track.

RESEARCH

Students will be spending much of their time researching and finding solutions to various issues to help complete their projects. Class time is assumed to be used for this purpose. If a student instead chooses to use this time to watch videos or self distract, I will attempt to keep them on task, but ultimately it is up to the student. The class moves at a very fast pace and getting behind on a project will lead to being unable to complete the assignment, and a grade that reflects that.

TUTORIALS

Given that the lab is located on the Oakes campus, it can be difficult for students to come by for tutorial times. If this is necessary, please arrange transportation before or after school and contact me so that we can work out a time.

REQUIRED ITEM

Students need to purchase a single usb flashdrive of 32GB or higher storage capacity. This will be used to transfer and share files with your team members and needs to be purchased no later than October 15th.

AI POLICY/ COPYRIGHT

Artificial Intelligence and Generative Models can be useful for our industry, and certainly have a place in the future of digital creation. However, overuse of a tool can lead to complacency and a lack of understanding of fundamentals. In this class I encourage skill building and plan to create a solid foundation in digital art and computer science for students.

Use of AI to complete assignments, generate models, or answer written questions is forbidden in this class unless specifically stated otherwise. First offense will result in a zero on the assignment with the chance to rewrite it manually, but latter offenses will simply receive a zero for the grade.

