760-538 Computer Visualisation

Credit Points:	12.50
Level:	9 (Graduate/Postgraduate)
Dates & Locations:	This subject is not offered in 2009.
Time Commitment:	Total Time Commitment: One 1-hour lecture and one 2-hour tutorial/computer laboratory per week contact hours/week , Four hours computer-based work and three hours reading/research per week additional hours/week. Total of Ten hours per week hours per week.
Prerequisites:	None
Corequisites:	None
Recommended Background Knowledge:	None
Non Allowed Subjects:	None
Core Participation Requirements:	For the purposes of considering request for Reasonable Adjustments under the Disability Standards for Education (Cwth 2005), and Student Support and Engagement Policy, academic requirements for this subject are articulated in the Subject Overview, Learning Outcomes, Assessment and Generic Skills sections of this entry. It is University policy to take all reasonable steps to minimise the impact of disability upon academic study, and reasonable adjustments will be made to enhance a student's participation in the University's programs. Students who feel their disability may impact on meeting the requirements of this subject are encouraged to discuss this matter with a Faculty Student Adviser and Student Equity and Disability Support: http://services.unimelb.edu.au/disability
Contact:	Peter Morse Phone: 8344 8358
Objectives:	# be able to understand advanced principles of 3D computer visualisation software; # be familiar with modeler and animation interfaces; # be able to produce a complex 3D model and animate it; demonstrate research skills, software skills, analytical skills concerning technical and aesthetic issues, conceptual skills and creative thinking; # be able to output animations using an appropriate render engine; # be able to generate special effects using a variety of software packages; # be able to participate in critical debate about the techniques and aesthetics of computer visualisation.
Prescribed Texts:	A subject reader will be available.
Recommended Texts:	Director's Third Dimension: Fundamentals of 3D Programming in Director 8.5 (With CD-ROM) by Paul Catanese # Publisher: Sams; Book and CD-ROM edition (October 17, 2001)# ISBN: 0672322285 The Blender Book by Carsten Wartmann. Publisher: No Starch Press; (December 2000). ISBN: 1886411441 The Official Blender GameKit: Interactive 3D for Artists by Ton Roosendaal, Carsten Wartmann # Publisher: No Starch Press; Book and CD-ROM edition (April 2003)# ISBN: 1593270046 The Animator's Survival Kit: A Manual of Methods, Principles, and Formulas for Classical, Computer, Games, Stop Motion, and Internet Animators by Richard Williams. Publisher: Faber & Faber; (January 7, 2002). ISBN: 0571202284
Breadth Options:	This subject is not available as a breadth subject.
Fees Information:	Subject EFTSL, Level, Discipline & Census Date, http://enrolment.unimelb.edu.au/fees
Generic Skills:	