

DDT 244 : Advanced 3D Modeling

This course is designed to challenge the imagination of the student in a 3-dimensional problem-solving environment. The student will develop to scale computer generated parts in the 3D computer environment. They will apply modeling concepts as Constraints, Photorealistic rendering, motion activated views, introduction to 3D part libraries, add-in software components, plastic model technology and simulations. They will be introduced to the concepts of 3D design and animation, then apply those concepts to a design project. Upon completion, students should be able to create parts in 3D models, produce working drawings and understand basic simulations. Students will also print files to “.stl” format and create parts on a Direct Digital Manufacturing system or prototype. (Offered Spring Semester)

Credits 3

Theory Credit

1

Experimental Laboratory Credit

4

Prerequisites

C or better in ADM 108