

MODULE HANDBOOK

Module Name	Animasi 3D Lanjut / Advance 3D Animation										
Module level, if applicable	Undergraduate										
Code, if applicable	02143152010										
Subtitle, if applicable	-										
Courses, if applicable	-										
Semester(s) in which the module is taught	7										
Person responsible for the module	Yusfia Hafid Aristyagama, S.T., M.T. (yusfia.hafid@staff.uns.ac.id)										
Lecturer	Yusfia Hafid Aristyagama, S.T., M.T.										
Language	Indonesian and English										
Relation to curriculum	Undergraduate degree program, elective course in 7th semester										
Type of teaching, contact hours	Undergraduate degree program, < 40 students										
Workload	Lectures: 2 x 50 = 100 minutes (1 hours 40 minutes) per week Exercise and Assignments: 2 x 60 = 120 minutes (2 hours) per week Private study: 2 x 60 = 120 minutes (2 hours) per week										
Credit points	2 SKS										
Requirements according to the examination regulations	A student must have attended at least 75% of the lectures to sit in the exams										
Recommended Prerequisites	Teknik Animasi 3D / 3D Animation										
Module objectives/intended learning outcomes	After completing this module, a student is expected to: <table border="1"> <thead> <tr> <th>No</th><th>Course Learning Outcome</th><th>PLO</th></tr> </thead> <tbody> <tr> <td>1</td><td>Through case study-based learning activities, students are able to do advanced 3D modeling, shading, and texturing appropriately</td><td>PLO-10</td></tr> <tr> <td>2</td><td>Through case study-based learning activities, students are able to design 3D character assets along with their animations and controls in detail</td><td>PLO-10</td></tr> </tbody> </table>		No	Course Learning Outcome	PLO	1	Through case study-based learning activities, students are able to do advanced 3D modeling, shading, and texturing appropriately	PLO-10	2	Through case study-based learning activities, students are able to design 3D character assets along with their animations and controls in detail	PLO-10
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Content	This course introduces 3D object modeling and techniques for making 3D animations from advanced 3D objects. Blender 3D 3D modeling software is used to assist the course of the lecture process. It is expected that										

	students can create 3D digital animation models properly according to the storyline or the demands of the message to be conveyed. • Advanced Object Modeling • Advanced 3D Data Manipulation Techniques • Shaders and Rendering Techniques		
Study and examination requirements and forms of Examination	Forms of examination:		
	No	Course Learning Outcome	PLO
	1	Through case study-based learning activities, students are able to do advanced 3D modeling, shading, and texturing appropriately	Project (50%)
	2	Through case study-based learning activities, students are able to design 3D character assets along with their animations and controls in detail	Project (50%)
Media employed	LCD, Whiteboard, Power Point Slide Presentation, Practical Guidance Video, websites, etc.		
Reading list	1. 3D Art Essentials: The Fundamentals of 3D Modeling Texturing and Animation, By Amy Chopin, 2011 2. Beginning Blender, By Lance Flevell, 2011 3. Blender Foundation, Roland Hess, 2010 4. Blender Magazine 5. Blender Noob to Pro		