

Course title	3D Modeling and Animation				
Course code	BIMA-361				
Course type	Compulsory				
Level	1 st Cycle				
Year / Semester	2 nd				
Teacher's name	Hara Kyprianou				
ECTS	6	Lectures / week	12	Laboratories / week	
Course purpose and objectives	The main objectives of the course are to: 1. Introduction to Autodesk Maya interface, navigation, and basic modeling tools. 2. Develop modeling skills for creating complex objects and organic elements. 3. Practice the process of UV mapping and texturing. 4. Understand lighting, rendering, and camera techniques for dynamic visuals. 5. Learn about animation principles and techniques, including keyframing.				
Learning outcomes	After completion of the course students are expected to be able to: • Create basic environments and animations. • Navigate Autodesk Maya proficiently. • Create a 3D animated sequence. • Use key-framing techniques in animation. • Apply UV mapping and texturing.				
Prerequisites	BIMA-250		Required		
Course content	Class Overview - Study materials. Preproduction: concept art, environment designs and scripts. Shading, lighting, and rendering. Hierarchy and parenting systems. Animation. Rendering with Arnold				
Teaching methodology	Lectures, lab presentations, lab tutorials and workshops, individual/group tutorials, practical exercises, assignments and projects.				
Bibliography	The Animator's Survival Kit by Richard Williams, London: Faber and Faber, 2009, ISBN: 978-0571202287 Anatomy for 3D Artists: The Essential Guide for CG Professionals by Chris Legaspi, 3D Total Publishing, 2015, ISBN: 978-1909414242				

	Cartoon Animation by Preston Blair, Walter Foster Publishing, 1994, ISBN: 978-1560100843 Unmasking the Face by Paul Ekman, Malor Books, 2003, ISBN: 978-1883536367 The Illusion of Life: Disney Animation by Frank Thomas and Ollie Johnston, Disney Editions, 1981, ISBN: 978-0786860708
Assessment	Assignments, class exercises, research, final project, class attendance and performance.
Language	English