**Computer Graphics and Design 3**

**Contact for information:**

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**What you will cover in this course:**

* Design process and design elements
* History of design
* Design systems
* Sketching
* 3D modelling
* Animation
* Computer game design

**Assessment:**

Assessment is based on project work through the year and an externally assessed major project and exam.

**Homework committment:**

2-3 hours per week to practice software skills and complete written assignments

**Other information:**

It is difficult to succeed at this course without first completing the foundation course. Students need to be proficient at learning complicated software packages and also have the maturity to evaluate designs and develop their own design ideas.

The main software package used is Autodesk 3DS Max, but other packages are also used as needed.

Students benefit from having their own computer at home on which they can work on their projects and practice their skills.

**What students have said about this course:**

"I should have worke harder on my project"

"It was good to use powerful software like that used in industry"

"It was hard work, but rewarding"

"I liked the unit on computer game design"

https://education.tas.edu.au/academy/DonCollege/intranet/students/subjects/Pages/Computer%20Graphics%20and%20Design%203.aspx