ACCF PTCG 490 COMPUTER GRAPHIC

Program	Three-year course in Photography
Course	Computer Graphic
Credits	3
Professor	Riccardo Cosco

Course Description	The course aims to introduce students to the world of 3D. It will explain how to start a new project, where to focus and what is important for good work. The student will learn the main techniques and typology of modeling, the study of lights, the creation of materials and the output channels of the render.
Learning Objectives and Outcomes	At the end of the course the student will have learned to: ● orient in a scene in 3D ● model objects and 3D settings in Cinema 4D ● integrate a 3D scene into a photograph ● create materials and lights with V-ray ● render 3D scenes At the end of the course the student will be able to: ● ideate a concept based on a task ● understand, organise and optimize his/her workflow ● model, create and render materials ● handle a photo-montage
Student Assessment	The academic grading system is based on a maximum of 30 points with 18/30 as the lowest passing grade. In case of excellence 30 cum laude may be awarded.

	The student's performance will be graded in thirtieths: ● 10/30 modeling ● 10/30 materials ● 10/30 lights Cum laude will be assigned based on the following criteria: Assessed soft skills: ● Scene composition and color grading ● Study of light ● Image storytelling ● Photoshop technique for integration
Assignments	● Midterm: Creation of a 3D scene with lights and materials using knowledge acquired up to that point ● Final: Creation of a 3D scene with lights and materials and its integration with a photo
Minimum Essential Equipment	PC or Mac with Cinema 4D and V-ray
Bibliography, Webography, Filmography	Bruno Munari, *Fantasia*, Gius. Laterza & Figli, 2022 Bogdan Sasu, *Great talks about photo realism*, 2019 *Web resources:* Turbosquid.com cgtrader.com evermotion.com 3dsky.com polyhaven.com poliigon.com quixel.com/megascans mixamo.com

	Web inspiration: treddi.com c4dzone.com avantform.com

Weekly program

Week 1	Introduction to the course
Week 2	Primitives and splines
Week 3	Work with geometries and objects
Week 4	Modeling complex objects
Week 5	Introduction to V-ray
Week 6	V-ray lights and materials
Week 7	V-ray complex materials
Week 8	Test Midterm (1st revision)
Week 9	Test Midterm (final delivery)
Week 10	More tool on C4D
Week 11	V-ray render elements + VFB

Week 12	V-ray insights
Week 13	V-ray insights
Week 14	Final Test(11st revision)
Week 15	Final Test (final delivery)