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Art, Digital Media, and Communications Division
New Spring 2023
Implemented Fall 2023

COURSE OUTLINE
Dimension Fundamentals

Course Description
ID 106. Dimension Fundamentals. 3 credit hours. This course will enable the student to explain and use the basic principles of three-dimensional design (3D) using Adobe Photoshop, Adobe Dimension, and various other software applications. The student will utilize Adobe Dimension to demonstrate the process and creation of visual 3D assets and complete 3D environments used in detail mock-ups, product proof of concepts, and virtual environments.

Required Materials
For complete material(s) information, refer to https://bookstore.butlercc.edu

Subscription to Adobe Creative Cloud. Butler Community College is an Adobe Creative Campus and all students are able to download the Adobe Creative Cloud for free and use it as long as you are a registered student. Please see the External Software Page in your introductory module in your classes Canvas modules.

Butler-Assessed Outcomes
The intention is for the student to be able to do the following:
1. Apply design processes to 3D creations and composite projects.
2. Demonstrate fundamental skills in Adobe Dimension.

Learning PACT Skills that will be developed and documented in this course
Through involvement in this course, the student will develop ability in the following PACT skill area(s):

Technology Skills
- Discipline-specific technology - Through preparation of assigned projects, the student will develop specific skills using 3D rapid production design and production software.

Major Summative Assessment Task(s)
These Butler-assessed Outcome(s) and Learning PACT skill(s) will be demonstrated by the following:
1. Designing and creating specified projects that demonstrate the ability to apply 3D views and media design for the creation of 3D prototypes and concept creations using Adobe Dimension.

Learning Units
I. Adobe Dimension
   A. Introduction
   B. Saving and exporting

II. Design Mode
    A. Creating a new project
    B. Starter assets
    C. Canvas

III. Changing views
    A. Camera usage
    B. Presets
    C. Orbit and Pan tool
    D. Dolly and Horizon tool

IV. Render Mode
    A. What is rendering?
    B. Real-time rendering
    C. Blended renders
    D. Render export formats

V. Utilizing 3D assets
    A. Models
    B. Materials creation
    C. Material application
    D. Basic shape creation

VI. Working with text
    A. Creating text
    B. Editing text

VII. Dimension functions
    A. Selections
    B. Graphic application
    C. Backgrounds
    D. Lights and lighting

VIII. UV Mapping
    A. Viewing UV's
    B. Using UV's
    C. Generating UV's

IX. Exporting
    A. Models
    B. Scenes

X. Post processing
    A. Adobe Photoshop
    B. AR enabling and rendering

Learning Activities
Learning activities will be assigned to assist the student in achieving the intended learning outcomes through lectures, class discussions, team research, individual research, readings, viewing tutorials and study material, quizzes, tests, and other activities at the discretion of the instructor. These activities may be either face-to-face or online.

Grade Determination
The student will be graded on the learning activities and assessment tasks. Grade determinations may include the following: class participation, projects, team and individual participation, research assignments, quizzes, tests, and other methods of evaluation at the discretion of the instructor.