



*New!*

# Programming and Internet Technology

- iPhone Programming
- Introduction to Game Programming Using Unity 3D
- Visual Effects and Motion Graphics
- 3D Modeling Techniques

*Spring 2010*

[www.extension.ucdavis.edu/it](http://www.extension.ucdavis.edu/it)

**UC DAVIS**  
**EXTENSION**  
**ENGINEERING AND TECHNOLOGY**



CONTINUING AND PROFESSIONAL EDUCATION

## Four NEW courses to advance your skills...

### Visual Effects and Motion Graphics

*Noncredit.*

Equip yourself with the skills and competencies required of the next generation of visual effects and motion graphic artists. Learn how to meet the needs of corporate communication, television, motion picture, video production, e-business and other media outlets for the existing markets. Focus on the areas of motion graphics and visual effects, which combine elements of photography, graphic design, compositing, video, film, audio and animation. Discover how to edit and assemble a product for television, movies or the Web; create opening titles for feature films and television shows; create station or network identification logos and bumpers; and design graphics that use type, color and brand elements.

Required textbook: Adobe After Effects CS4: Classroom in a Book, by Adobe Creative Team, ISBN 9780321573834.

**Prerequisite:** Knowledge of Photoshop (Windows or Mac version).

**FRED VANG** has extensive experience in the film and gaming industry, including work at Shiny Entertainment, a game developer for Atari and Entity FX. He has worked on active game and film titles such as “Enter the Matrix: The Path of Neo,” and TV shows such as “Smallville” and “Herbie.” He has served as a mentor and liaison between students and the entertainment industry and has won numerous awards for his fine art skills and creative designs. Vang earned his bachelor’s degree from the Art Institute of California – Orange County.

- 8 meetings.
- April 5-May 24: Mon., 5:30-8:30 p.m.
- Sacramento: Sutter Square Galleria, 2901 K St.
- Technical requirements: You must bring a laptop to each class meeting with the following software installed: Adobe After Effects. Download a trial version from the Adobe website. A current laptop with Windows or Mac OS should be sufficient to run software.
- \$495 (\$595 if postmarked after 04/05/2010). Enroll in section 094ENG427.
- Special discounts: Groups.

### Introduction to Game Programming Using Unity 3D

*2.4 CEUs.*

Learn how to bring your creative ideas to life using JavaScript, a powerful yet user-friendly game scripting engine. Rapidly develop and deploy your game to the Web, iPhone, Xbox360, Wii, PS3, or as a stand-alone for Mac or PC platforms (specific hardware and licensing requirements may apply). Learn game programming terminology and techniques. Explore how to organize game objects and project assets in the Unity interface, including importing and applying models, textures, materials and shaders. Topics include: working with Unity’s GUI system and coordinate system; maximizing 3D assets; using and instantiating prefabs; and understanding rigid body physics and collision detection. Web, Flash and indie developers will benefit from this knowledge.

Required textbook: *Unity Game Development Essentials*, by Will Goldston, ISBN 9781847198181.

**Prerequisite:** A basic understanding of JavaScript. Knowledge of languages such as ActionScript, C# or any C based language is recommended. Knowing how to create variables, functions and access object methods in other languages will help you quickly understand JavaScript.

**DENNIS LONG** is a technically creative and results-oriented entrepreneur with more than 13 years of experience and a broad development background in creating interactive media applications for small organizations to Fortune 500 companies. Current projects include eLearning Flash modules, casual games for the iPhone, Facebook applications and large corporate training applications. He also has five years of experience teaching Web programming and interactive media applications at technical arts schools in the Sacramento area.

- 8 meetings.
- April 13-June 1: Tues., 5:30-8:30 p.m.
- Sacramento: Sutter Square Galleria, 2901 K St.
- Technical requirements: You must bring a laptop to each class meeting with the following software installed: Unity 2.6 (free download at unity3d.com).
- \$495 (\$595 if postmarked after 03/30/2010). Enroll in section 094ENG425.
- Special discounts: Groups.

## iPhone Programming

2.4 CEUs.

Explore the key abilities needed to quickly develop software for the iPhone and iPod Touch. Clear, step-by-step lectures and specific lab exercises combine to help you master valuable iPhone programming skills. Gain skills using iPhone SDK Tools such as Xcode and Interface Builder, and grow your ability to write Objective-C 2.0 code. Also learn to de-bug the major iPhone application types. Both Mac “newbies” and seasoned Mac professionals will gain clarity and insight into iPhone Programming.

Required textbook: Beginning iPhone 3 Development, by Dave Mark; Jeff LaMarche, ISBN 9781430224594.

**Prerequisite:** This class will be using Objective-C language which has a unique syntax compared to other OOP languages. An understanding of an object oriented language is essential for this class.

**DENNIS LONG.** See bio at left.

- 8 meetings.
- April 21-June 9: Wed., 5:30-8:30 p.m.
- Sacramento: Sutter Square Galleria, 2901 K St.
- Technical requirements: You must bring a Mac laptop to each class meeting. A Mac laptop is required to use the xCode Editor and the iPhone SDK.
- \$495 (\$595 if postmarked after 04/07/2010). Enroll in section 094ENG426.
- Special discounts: Groups.

## 3D Modeling Techniques

Noncredit.

Gain an understanding of the fundamental concepts, principles and practices of 3D digital modeling. Learn 3D modeling techniques, including production of geometric and organic surfaces and forms using NURBS, polygon construction and sub-divisional surfaces. Explore three-dimensional space and acquire the skills needed to enter the field of film, video games, health sciences, architecture and engineering, aerospace, advertising, graphic design and illustration. The primary 3D modeling and rendering software used in this course is Maya, which is a commercial standard for 3D modeling.

Required textbook: Mastering Maya 2009, by Eric Keller with Eric Allen, ISBN 9780470392201.

**Prerequisite:** Knowledge of Photoshop (Windows or Mac version).

**FRED VANG.** See bio at left.

- 8 meetings.
- April 21-June 9: Wed., 5:30-8:30 p.m.
- Sacramento: Sutter Square Galleria, 2901 K St.
- Technical requirements: You must bring a laptop to each class meeting with the following software installed: Maya 2010. Download a trial version from the Autodesk website. A current laptop with Windows or Mac OS should be sufficient to run software.
- \$495 (\$595 if postmarked after 04/09/2010). Enroll in section 094ENG428.
- Special discounts: Groups.

# ENROLL

[www.extension.ucdavis.edu/it](http://www.extension.ucdavis.edu/it)

# ONLINE

### For more information or to enroll

Please call (800) 752-0881 or (530) 757-8777 from Davis and Woodland, email [extension@ucdavis.edu](mailto:extension@ucdavis.edu) or visit our website.

[www.extension.ucdavis.edu/it](http://www.extension.ucdavis.edu/it)

**If your plans change.** Requests to withdraw from a course must be received before the last meeting of the course. Following the proper withdrawal procedure will ensure an appropriate grade assignment. Refund requests for short courses (five or fewer meetings) will be approved, less a \$30 processing fee, if the request is received *seven calendar days before* the course begins. For quarter-long courses (more than five meetings), refunds will be approved, less a \$30 processing fee, if the request is received *before the second meeting* of the course. Requests for withdrawals or refunds may be made by phone, fax or in writing. Please include the student's name, course title and course section number. For information about other alternatives (e.g., transferring to another course or sending a substitute), call UC Davis Extension at (800) 752-0881. UC Davis Extension reserves the right to cancel or reschedule courses and to change instructors. If a course is canceled or rescheduled, you may request an official transfer to another course or a refund. Every reasonable effort will be made to notify enrollees of changes or cancellations.

**Discounts.** Organizations enrolling three or more people at the same time in one class may do so for a 10 percent discount off each enrollment. All enrollments must be submitted at one time and fees paid with one check, credit card or purchase order.

# ENROLLING IS EASY!

**BY MAIL** complete this form and send it to the Registration Office, UC Davis Extension, University of California, 1333 Research Park Drive, Davis, CA 95618-4852.  
**BY PHONE** call toll free (800) 752-0881. From Davis or Woodland call 757-8777.  
Please have your Visa, MasterCard, American Express or Discover account number handy.

**BY FAX** at (530) 757-8558. If you are enrolling with a company purchase order, please fax a completed enrollment form along with a copy of the purchase order. For security purposes we can no longer accept credit card payments via fax.  
**IN PERSON** at our Registration Office, 8:30 a.m.-4:30 p.m., 1333 Research Park Drive, Davis.  
**ONLINE** at [www.extension.ucdavis.edu/it](http://www.extension.ucdavis.edu/it).

## 1. Yes! Please enroll me in the following course:

Title _____	Section number _____	Fee \$ _____
Title _____	Section number _____	Fee \$ _____

## 2. Customer information:

Mr.  Mrs.  Ms. \_\_\_\_\_ Name

Current position/job title \_\_\_\_\_ Social Security number\* \_\_\_\_\_  
**IMPORTANT:** Where would you like to receive mail?  work  home (Please fill in all blanks below.)

Address \_\_\_\_\_

City \_\_\_\_\_ State \_\_\_\_\_ Zip \_\_\_\_\_

Employer name \_\_\_\_\_  
( ) ( )  
Daytime telephone \_\_\_\_\_ Evening telephone \_\_\_\_\_

Email \_\_\_\_\_ If you do not wish to receive periodic email about UC Davis Extension courses and programs in your area of interest, please check this box .

Please add [info@unexmail.ucdavis.edu](mailto:unexmail.ucdavis.edu) to your address book or safe list to ensure that our email messages are delivered properly.

\*UC Davis Extension is required by federal law to report your Social Security Number (SSN) and other pertinent information to the Internal Revenue Service pursuant to the reporting requirements imposed by the Taxpayer Relief Act of 1997. UC Davis Extension also will use the SSN you provide to verify your identity. SSN disclosure is mandatory. This notification is provided to you as required by the Federal Privacy Act of 1974.

## 3. Payment information:

- Enclosed is a check payable to UC Regents.
- Enclosed is a company purchase order (a complete enrollment form, or all information requested on the enrollment form, must be included with purchase orders).
- Please charge Visa/MasterCard/American Express/Discover:

Account number \_\_\_\_\_ Expires \_\_\_\_\_

Name of cardholder \_\_\_\_\_ Authorized signature \_\_\_\_\_ 094129

Credit card verification number: \_\_\_\_\_ The CCV is the last three digits of the number printed on the back of your credit card (for American Express it is the last four digits of the number printed on the front of the card). For Payment Plan Agreement, please call (530) 757-8895.

## 4. Important!

Key code: \_\_\_\_\_  
For efficient processing of your enrollment, please fill in this code as it appears on your mailing label, whether or not it is addressed to you. If you enroll by phone, please be prepared to provide this code to your customer service representative. Also include it on all purchase orders.

UC Davis Extension  
University of California  
1333 Research Park Drive  
Davis, CA 95618-4852

Key Code            
0 9 4 1 2 9 - Z Z

Nonprofit Org.  
U.S. Postage  
**PAID**  
UC Davis