

Course Description:

Investigation of 3-D Computer Animation with emphasis on introductory exercises in animation, timing, modeling and lighting. Prereq: 263 Anim I; 200 Tech.

Art Department Program Goals Addressed:

1. Students will acquire competent knowledge and skills in various art media, concepts and methodologies.
2. Students will produce a competent body of individual and collaborative work suitable for a liberal arts degree, for the local, national and global marketplace.
3. Students will solve visual problems at a competent level, including understanding/application of the elements of art and principles of design.
4. Students will utilize and apply critical thinking skills to communicate ideas for their intended audience at a competent level in visual, oral, and written formats.

Course Learning Outcomes. Student will:

- 1 Learn and practice beginning 3-D Computer Animation through exercises in animating, timing, modeling and lighting.
- 2 Implement principles of animation learned in earlier course and learn more complex principles.
- 3 Produce a reel of original, skillfully executed 3-D CG exercises that demonstrate the integration of principles of animation and stills that show skill at lighting, texture & modeling
- 4 Learn and use course specific software technology: 3-D CG software Maya.

STUDENT EVALUATION:

Assignments are specific and evaluated accordingly for both the process and the product. Sufficient evidence of an ongoing creative process and development over time with corrected revisions is expected.

35% Final Project

30%: Midterm

20%: Exercises

15%: Participation in class critiques, discussions and screenings, as well as, Animation Industry events and written reports.

Assignment Delivery: All assignments must be turned in, in class via box.com or some other electronic service as discussed with instructor.

END OF TERM: Copies of all assignments must be turned in formats required by the Instructor and Animation Area Coordinator for Assessment purposes. These will not be returned.

ATTENDANCE POLICY:

This studio course requires attendance, actual work in class and homework/lab time outside of class time. Attendance is by sign-in at the beginning of each class. 4 or more absences will result in lower letter grade.

STUDENT BEHAVIOR/PROFESSIONAL DEPARTMENT:

In the classroom/lab, students are expected to practice professional behavior and treat other students, lab techs and faculty with respect and cooperation.

Recommended Books: Books available through Amazon.com: *The Art of 3-D: Computer Animation and Effects*, Isaac Victor, Wiley, ISBN 0471430366 or 978-0471430360; *Digital Lighting & Rendering* (2nd Edition), Jeremy Birn, New Riders Press ISBN 0321316312

MATERIALS: USB Flash Drive; Highly recommended but not required, 500 GB or more external Hard Drive

ART 364: 3D Animation Outline

Spring 2021

**Week 1: History of CG Animation / 3D fundamentals /Data Management/
Introduction to Maya**

Week 2–3: Intro Modeling (polygons), Hierarchies, Scale

In class: Build “Room” space

Midterm Assignment: Collect two unique objects, no larger than 12” square.
Model, UVmap and texture.

Week 4: UV mapping / Nurbs Modeling

In Class: Build Flower pot with plant.

Week 5: More on Modeling

Week 6 and 7: Intro Lighting/Shaders/

In class: photograph box, use images as texture on 3d models.

Week 8 thru 10: Cameras /Skeletons/Skinning

Thurs. week 8, Midterm Assign due

Final Assignment, part 1: Populate/decorate your room. Room must contain 3 unique objects in addition to in class objects, one animated object. Animated camera. Fully rendered sequence no longer than 300 frames.

Week 11-14: Animation

In Class Exercise: build a “walking thing” and make it walk

Final Assignment, part 2: Camera Layout/Blocking,(due week 12)

Week 15: Lighting and Finaling your scene

Week 16: Final Critique

Final Assignment, part 3, **Final Project Due**

This syllabus is subject to change due to overall student progress, or judgment calls from the Instructor.