

**Bonitatis Art 364 3-D Computer Animation (3-3) CSUN**  
Course Syllabus, Spring 2021  
Class 10838, section 02, Tues & Thurs 11:00 am - 1:45pm  
Art Department, On line Zoom Meetings

Instructor: Michael Bonitatis  
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Office Hrs: Fri 9:00 AM- 10:00 AM On - Line Zoom Meeting

**Course Description:**

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

**Art Dept. Student Learning Objectives Addressed in this course:**

**SLO 1.** Acquire a basic knowledge, theories, and concepts about art; develop a foundation of art skills and a high level of craftsmanship; communicate ideas and concepts through writing, speaking and art making; acquire a competency with the tools and technologies associated with the visual arts.

**SLO 2.** Broaden knowledge of ancient through contemporary art; develop an understanding of the theoretical, cultural, and historical contexts of art.

**SLO 3.** Apply processes of generating and solving problems in art; analyze, interpret and question traditional methodologies and preconceived notions of art and art making.

**SLO 7.** Develop a career path for an art profession or an art-related field; develop an understanding of the demands and expectations of that area of art profession or art field.

**COURSE GOALS, 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.

80%: assignments. (homework assignments 25%, midterm assignment 15%, and Final Assignment 40%)

10%: in class exercises

10%: Participation in class critiques, discussions and screenings, as well as, Animation Industry events and written reports.

- Assignment Delivery: This is an on-line course. All assignments must be turned in, during class or with in an approved deadline on line with the previous approval of the instructor.
- It is not appropriate for students to email instructor assignments or to request feedback out of class or office hours.
- END OF TERM: Students are responsible for turning in up to date copy of each assignment on line at [www.box.com](http://www.box.com) .

**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.

**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:** *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 or 978-0321316318; *Learning Autodesk Maya 10: Foundation*, Autodesk Maya Press, Sybex, ISBN 189717733X or 978-1897177334; *Learning Autodesk Maya 10: The Modeling & Animation Handbook*, Autodesk Maya Press, Sybex, ISBN 189717733X or 978-1897177334; *Maya 10 at a Glance*, George Maestri & Mick, Larkins, Sybex, ISBN 0470056576 or 978-0470056578

**MATERIALS:** USB Flash Drive; Highly recommended but not required, Fire wire/USB Hard Drive

**SEMSTER SCHEDULE:**

- **Maya Interface & Tools**
- **Modeling**
- **Shading & UV's**
- **Cameras**
- **Rigging**
- **Animation**
- **Lighting**
- **Rendering**
- **Compositing**

**Important CSUN Links:**

**Linked In Learning:** <https://www.csun.edu/it/linkedin-learning>

**Creative Cloud:** <https://www.csun.edu/it/adobe-creative-cloud-students>

**IT Requests:** <https://www.csun.edu/it/adobe-creative-cloud-studentsLinks>

**Special Needs:**

Students with disabilities must register with the Center on Disabilities and complete a service agreement each semester. Staff with in the Center will verify the existence of a disability based on the documentation provided and approved accommodations. Students who are approved for test-taking accommodations must provide an Alternative Testing Form to their faculty member signed by a counselor in the Center on Disabilities prior to making testing arrangements. The Center on Disabilities is located in Bayramian Hall, room 110. Staff can be reached at 818 677-2684.