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MART 425.01: Technology of Digital Animation

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Course Description: This course will introduce you to Maxon's Cinema 4D and the world of 3D modeling and basic animation. Cinema 4D is a premiere 3D application that fits seamlessly into any broadcast and film animation pipeline. Fitting hand in hand with After Effects, Photoshop, and Illustrator you'll be able to add a new dimension of design to all of your work. By the end of the course you'll feel comfortable navigating the Cinema 4D interface and using the software to do basic 3D modeling, animation, texturing, lighting and rendering tasks.

Cinema 4D is an incredibly powerful program with a wide variety of practical applications, from motion graphics to architectural visualization and everything else in between. By learning the basics you should feel excited to dig deeper and unlock Cinema 4D's vast potential for any project that comes your way.

What You'll Need: An internet connection! Don't waste money or space on physical books, there's not really any must-read up-to-date C4D books that I know of. The web is filled with C4D tutorials, training and a community of artists willing to share their tips.

- **WEEK 1** - No Class. (Out of town). 8/26-8/28
 - Watch some Pixar movies.
- **WEEK 2** – Introduction to C4D (Mommy, what's a polygon?) 9/4
 - What is 3D. Start class with discussion and videos of different types of 3D from movies to motion graphics. What is C4D and what can it do?
- **WEEK 3** – Modeling Techniques. 9/9-9/11
 - Introduction to C4D interface. Modeling a spaceship with primitives.
 - Intro to splines and deformers. Using reference images to model a fork.

PROJECT 1 – Model, light, and render an object of your choice.

- **WEEK 4** – Lighting, Texturing, & Animation 9/16-9/18
 - Introduction to lights and shaders.
 - Basic key frame animation. Timeline and curve editor.
- **WEEK 5** – Setting up a Scene. 9/23-9/25
 - Camera setup and basic rendering techniques.
 - More rendering techniques. HDRI lighting. Physical renderer. Global Illumination.
- **WEEK 6** – Mograph - 9/30-10/2
 - PROJECT 1 DUE**
 - How Mograph can be used. Introduction to cloners.

- Introduction to effectors. Mograph animation techniques.

- **WEEK 7** – Mograph continued... 10/7-10/9
 - Working with the Text Object. More Mograph animation techniques.
 - Illustrator to C4D workflow.

PROJECT 2 – Design, light, and animate a personal professional logo using Illustrator to C4D pipeline.

- **WEEK 8** – Dynamics 10/14-10/16
 - Rigid/soft body basics.
 - Use free Thrausi plugin to fracture objects.

- **WEEK 9** – Dynamics Continued... 10/21-10/23

PROJECT 2 DUE

- Introduction to cloth
- Basic particles

FINAL PROJECT – Use techniques learned throughout class to make a professional final animated piece using Cinema 4D. Make storyboards, style boards, & animatic.

- **WEEK 10** – Pyrocluster & Hair module - 10/21-10/23

STORYBOARDS DUE

- Intro to Pyrocluster
- Basic hair creation

- **WEEK 11** – Working with After Effects. 10/28-10/30

STYLE BOARDS DUE

- After Effects integration
- Multipass Rendering & Cineware

- **WEEK 12** – Visual FX and Cinema 4D. 11/4-11/6

ANIMATIC DUE

- VFX and how movies are made. 3D track a shot with After Effects and bring into Cinema 4D.
- Render out our shot for compositing in After Effects.

- **WEEK 13** – Architectural Visualization 11/13

- Examples of Arch Vis. Photorealistic Rendering techniques. 3rd party renderers.

- **WEEK 14** – Review 11/18-11/20
 - Class discussion for review, Work on final projects.
 - Work day.
- **THANKSGIVING BREAK**
- **WEEK 15** – 12/2-12/4
 - Work and review days. Re-cover anything needed.
- **WEEK 16** – FINALS 12/9