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9-2014

MART 305.01: 3D Animation I

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Media Arts 305-1
3D animation I
Fall 2014 - The University of Montana, Missoula
Wed 09:10-12:00

McGill 126
Professor: Kim, Heejoo Gwen
Office Hours: Mon 08:30-01:00, Tue 08:30-04:00, Wed 12:00-01:00, Thurs 08:30-01:30
or by appointment only
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COURSE DESCRIPTION

This course is an introduction to fundamental concepts, principles, and practices of 3D digital modeling with Maya in the animation and arts. Students are given instructions in 3D modeling techniques including: production of geometric and organic surfaces and forms using polygon and NURBS construction. Students will learn to explore object modeling, organic modeling, architectural form, environment, interior setting, surface texturing, lighting, and rendering. Mudbox will be introduced for finishing and refining texture. Through lectures, tutorials, in-class practices and projects, students will be exposed to various techniques that may be used for innovative and artistic content such as filmic animation and compositing.

OBJECTIVES

Students will demonstrate understanding of the following principles and techniques through the semester:
: : Concepts and Terminology 3D computer animation
: : Application of 3D modeling package and how to make a project from concept to final render
: : Project Development and presentation
: : Creating 3D scenes including lighting, texturing and rendering.

TOPICS

: : Topics will be based on student surveys and requests throughout the semester
: : Professional Artistic Process via web conference sessions with various artists and professionals in the animation/film/post production businesses
: : Portfolio presentation

GRADING
Philosophy

It is a common misconception that teachers assign grades when in reality it is the student who earns the grade. You are responsible for the effort put into each project therefore you assign your own grade. The purpose of grading, from a teachers perspective, is to clearly and accurately pinpoint the strengths and weaknesses of your progress.

Evaluation

Your overall grade will be based on your understanding of the information and ideas discussed, your formal, technical, and conceptual progress as demonstrated in projects, your participation in class discussions, and professionalism during the course.

Each project will be graded on the application of technique and conceptual principles to the creative work, the organization of the production process, participation, technical proficiency with the various software applications, their aesthetic application, problem solving, project presentation and the ability to meet deadlines. The exercises/projects and descriptions are listed on the 15-week schedule sheet.

Expectations for class participation

Participation by all members is critical to the success of this studio. Excellent participation is a given and includes contributing to ongoing discussions and critiques, suggests alternative ways of approaching projects, along with a thoughtful process and strong work ethic.

Attendance & participation

Good attendance and punctuality are expected for this course and will strongly affect your grade. This class only meets once a week, so only two (2) unexcused absences will be allowed. Every unexcused absence beyond this will lower your grade by a letter grade. A total of five (5) absences, excused or unexcused, will result in you receiving a grade of "F" for the class. Excused absences include religious holidays, a verifiable death in the family or illness with a doctor's note.

Classroom etiquette

You are expected to conduct yourself with proper respect for the classroom environment. Disruptive behavior will not be tolerated. **Turn off your cell phones** and face book, games prior to class.

THE LAB
What this lab is............ This lab has been established so that students in the **Media Arts department** can have a dedicated lab in which to do their course work. You will have Griz Card access to this lab all day, every day. After hours access to the McGill building (locked after 10pm) can now be activated via approved Griz Cards on the south entrance nearest the tennis courts.
: : **What this lab is not**.......... This lab will **not** be used to work on things that are outside of the course requirements and will not be used by students outside of the program. If you want to spend time fooling around with your friends, then do it at home. Abuse of this lab will not be tolerated.

SOFTWARE INFORMATION
The primary software programs that you will be using, but not limited to are:

Maya 2014
Mudbox 2014
After Effect CS 6
You will also be using the Internet and the network browser in the lab.

: : It is important that throughout the class you take advantage of the manuals, the program help menu, and related articles downloaded from the web.

THIS COURSE SYLLABUS IS SUBJECT TO CHANGE AT THE DISCRETION OF THE INSTRUCTOR.
Academic Misconduct and the Student Conduct Code
All students must practice academic honesty. Academic misconduct is subject to an academic penalty by the course instructor and/or disciplinary sanction by the University. All students need to be familiar with the Student Conduct Code. The Code is available for review online at www.umt.edu/SA/VPSA/Index.cfm/page/1321.

SCHEDULE
Week 1: 08.27.2014
: Course Intro : Topic/project discussion(Character design, background and props, color design, Story development through treatment and storyboard)
Blog Registration
Overview/Viewport Navigation
Touring Interface/Customizing Viewport
Creating Objects/Shapes
Transform tools/Gizmos
Selecting/Grouping/Duplicating Objects
Concepts/Principles of Animation

Week 2: 09.03.2014
: Introduction to Modeling and Texturing

Week 3: 09.10.2014
: Introduction to Lighting and rendering

Week 4: 09.17.2014
: Introduction to Keyframe Animation : Timeline/ Graph Editor/ Playblast/Batch Rendering

Week 5: 09.24.2014
: Introduction to Rigging

Week 6: 10.01.2014
: Introduction to Rigging

Week 7: 10.08.2014
: Introduction to controller

Week 8: 10.15.2014
: Introduction to controller

Week 9: 10.22.2014
: Introduction to Mudbox

Week 10: 10.29.2014
: Introduction to Mudbox

Week 11: 11.05.2014
: camera

Week 12: 11.12.2014
: rendering / working progress presention

Week 13: 11.19.2014
: rendering

Week 14: 11.26.2014
: No Class : Student Travel Day

Week 15: 12.03.2014
: Final Presentation