Spring 1-2016

MART 333.01: 3D Animation II

Wesley S. Meeks
University of Montana - Missoula, wesley.meeks@umontana.edu

Follow this and additional works at: https://scholarworks.umt.edu/syllabi

Let us know how access to this document benefits you.

SYLLABUS

MEDIA ARTS 333 - Section 01
3D Animation 2
3 Credits - Spring 2016 - The University of Montana
Instructor: Wesley Meeks
Office Hours: By Appointment
email: wesley1.meeks@umontana.edu

COURSE DESCRIPTION
This course continues instruction of the principles of 3D design and animation with Maxon's Cinema 4D, with emphasis on concept, 3D modeling, animation, rigging, lighting, shading, and rendering. The course's primary focus will be on completion of a class project utilizing 3D modeling, shading, rigging, animating, lighting, rendering, and compositing to create a professional finished product.

This is a studio course where artists will integrate production techniques, various forms of digital design, and create an original short animated film. Aesthetic, technical and conceptual issues will be addressed through lectures, demonstrations, and critiques.

OBJECTIVES
Students will demonstrate understanding of the following principles and techniques through the semester:
- Concepts and Workflows of 3D computer animation
- Project Development and presentation
- Constructive collaboration and criticism of peer projects and ideas

TOPICS
- Short Film Setup & Planning
- 3D modeling techniques
- Animation
- Shading
- Lighting and Rendering
- Character Rigging
- Character Animation
- After Effects Integration
- Professional Production Techniques

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 teacher's 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 we advance through the semester, your participation in class discussions, and professionalism during the course.

There will be a total of 100 points for the session. You 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.

Expectations for class participation
Participation by all members is critical to the success of this poject. 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
Good attendance and punctuality are critical to success in this course and will strongly affect your grade. Three (3) unexcused absences will be allowed. Every unexcused absence beyond this will lower your grade by a letter grade. A total of seven absences, excused or unexcused, will result in you receiving a grade of "F" for the class. Excused absences include religious holidays, a death in the family or illness with a doctor's note.

Regularly coming to class late is not acceptable. It is distracting and disrespectful to both the instructor and your fellow students. After one warning by the instructor additional late arrivals will be counted as absences.

MOODLE
Moodle will serve as our home base this semester; a place to download assignment source materials and instructions, upload completed assignments, review grades and feedback, and to find links to resources and inspiration. Be sure to check the Moodle page regularly for announcements regarding projects.

FACEBOOK
This class will also have a private Facebook page where students can communicate, share ideas, upload progress, and find inspiration. Be sure to join the page and contribute regularly.

BACKING-UP YOUR WORK
It cannot be stressed enough how critical it is to back up your files! Computers, especially in public labs, are prone to all manner of errors and failures. On the other hand, portable flash drives and hard drives prone to theft, loss and damage. Only you are responsible for protection of your data. You should be saving your projects, frequently, on both your workstation's hard drive and on your personal portable media. It would even be wise to back up your portable media on your home computer, just in case. It may seem like a hassle, but trust us, when your computer crashes or your flash drive gets washed in your pants pocket, you will be really happy not to have to redo your work.
LOSS OF DATA, FOR ANY REASON, IS NOT AN ACCEPTABLE EXCUSE FOR TURNING WORK IN LATE.

CLASSROOM ETIQUETTE
Please be respectful of your instructor and your peers:
- Turn your cell phones off when you enter the classroom.
- Please check your email, tweet, and update your FB profile on your own time.
- Please be seated, and logged in to your computer before the start of class. If you arrive in class after attendance has been taken, it is YOUR responsibility to make sure your presence is counted in the attendance log.
- Follow all posted computer lab rules, including those involving food/drink.

- **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 http://life.umt.edu/vpsa/student_conduct.php**

THE LAB
What this lab is:
This lab has been established so that students in the School of Media Arts 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 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 Media Arts course requirements and will not be used by students outside of the program. Abuse of this lab will not be tolerated.

SOFTWARE INFORMATION
The primary software programs that you will be using are:
- Maxon's Cinema 4D
- Adobe After Effects CC

You will also be using the Internet and the network browser in the lab.

Be self-reliant! There are few better skills we can teach you than to learn to solve your own problems. Take advantage of the programs' help menus, they are there for a reason. If you get stuck, Google it! You'll be amazed by how often your question has already been asked and answered in the support communities and discussion boards online.

Students with disabilities or special needs should see the instructor with any concerns or questions.