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MAR 305.01: 3D Animation I

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Media Arts 305-1

3D animation I

Fall2013 - The University of Montana, Missoula

McGill 123

Professor: Kim, Heejoo Gwen

Office Hours: Monday/Wednesday 09:10-10:30am, 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 2013

Mudbox 2013

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.umd.edu/SA/VP/SA/Index.cfm/page/1321.

SCHEDULE

08.26.13

08.28.13

Course Introduction /Overview of Syllabus

Introductions (Instructor-Students)

Online Research/Storyboard/Tutorials/3D animation Resources/screen work

Blog Registration

Review Syllabus

Overview/Viewport Navigation

Touring Interface/Customizing Viewport

Creating Objects/Shapes

Transform tools/Gizmos

Selecting/Grouping/Duplicating Objects

Concepts/Principles of Animation

Gathering Reference

09.02.13 : No Class

09.04.13

Introduction to Maya (Basics - Modeling)-Learning Maya "Essential Skills"

09.09.13

09.11.13

Introduction to Lighting, Introduction to rendering

09.16.13

09.18.13

Introduction to texture + 2D vs. 3D

09.23.13

09.25.13

Introduction to Keyframe Animation ; Timeline ; Graph Editor ; Playblast; Batch

Rendering

09.30.13

10.02.13

Architecture Space, door + window

10.07.13

10.09.13

Modeling sofa, cushion, lamp

10.14.13

10.16.13

Modeling sofa, cushion, lamp

10.21.13

10.23.13

Texturing, chrome material, wood texture, maya glass shader

10.28.13

10.30.13

Organic texturing + lighting, uv editing, Transfer the uv texture

11.04.13

11.06.13

Mental Ray Lighting, Daylight, Final gather

11.11.13 : No Class

11.13.13

Final project idea + sketch presentation

11.18.13

11.20.13

Work Week For Final Project

11.25.13

11.27.13

Work Week For Final Project

12.02.13

12.04.13

Work in class, Rendering Week, Work Week For Final Project, Final Problem Solving for Maya

12.09.13 – 12.13.13

Final week