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MART 416.01: Preproduction for Animation

Heejoo Gwen Kim
University of Montana - Missoula, heejoo.kim@mso.umt.edu

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Media Arts 416-1
Pre Production for Animation
Fall 2014 - The University of Montana, Missoula
Wed 1:10-4:00

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
EMAIL: heejoo.kim@umontana.edu

COURSE DESCRIPTION
This course is a preproduction for animated film. Students will develop preparation of design concepts, storyboard, animatics, characters developments, character/object/environment modeling, texturing, rigging, controller, animation testing and rendering. This class is deal with the cultivation of ideas and problem-solving strategies for the individual/group project. Students will produce inspirational sketches, descriptive character sketches, object and environmental design. The emphasis will be on the creation of original characters with unique textures. Work may be done in 3-D, 2-D or puppet. The use of composition and frame, color and shape and other design elements will be explored.

OBJECTIVES
Students will demonstrate understanding of the following principles and techniques through the semester:
: : Systematic preparation
: : Concepts and Terminology 3D computer modeling
: : 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/preproduction businesses

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)

Week 2: 09.03.2014
: Characters, objects development/Modeling

Week 3: 09.10.2014
: Modeling

Week 4: 09.17.2014
: Modeling / Texturing

Week 5: 09.24.2014
: Modeling / Texturing

Week 6: 10.01.2014
: rigging / controller

Week 7: 10.08.2014
: rigging / controller

Week 8: 10.15.2014
: rigging / controller

Week 9: 10.22.2014
: rigging / controller

Week 10: 10.29.2014
: animation testing

Week 11: 11.05.2014
: animation testing

Week 12: 11.12.2014
: rendering

Week 13: 11.19.2014
: rendering

Week 14: 11.26.2014
: No Class : Student Travel Day

Week 15: 12.03.2014
: Final Presentation