

COURSE: | Art 191A - 3D Computer Animation
INSTRUCTOR: | Kirk Miller

Syllabus

Course Description:	Through a series of class excercises, students will explore the fundamental aspects of 3D modeling and character anima-tion. Students will also beome proficient with the basic and intermediate tools of Lightwave 3D.
Textbook:	<i>Inside Lightwave 10</i> , Dan Ablan, New Riders Publishing
Recommended:	<i>Digital Character Animation 2</i> , George Maestri, New Riders Publishing
Materials:	Flash Drive (the largest you can afford), Recordable CD-ROMs (as needed)
Grades:	<p>Students will be graded on several small-scale projects and a final project. Since all projects are to be done in class, reg-ular attendance is required. Please do not come after proj-ects are over and ask for instructions on how to do them. You must come to class to participate. If you are ill or have special circumstances and cannot attend, please make ar-rangements ahead of class to get instructions from a fellow student.</p> <p>All projects (including the final) must be turned in on their respective due dates to receive a grade for the semester. If less than the required number of projects are turned in, the missing projects will be issued a failing grade and averaged with the other projects for the final grade.</p> <p>Grading: Final Project = 40% Small Projects = 10% Flour Sack = 10% Bouncing Ball = 10% Cereal Box = 15% Walk Cycle = 1</p>
Attendance:	Students not present during dieher of two roll calls will be marked absent. After 3 absences, you will be dropped from the class. Roll will be taken once at the beginning of class

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Attendance:	<p>and again at the end of class.</p> <p>Due to the nature of this class, it is imperative for all students to attend both the class sessions of each week. The tutorials you will work on during class are essential to doing top-quality creative projects. Since classtime is your only opportunity to work on your projects, it is even more important to attend regularly since you cannot make this time up. If you become ill and cannot attend a class, make sure you find a responsible classmate who can help you with what you missed.</p> <p>Even if you have a computer at home, you must attend class for all 6 hours per week or you will be dropped.</p> <p>Class time is your only opportunity to use the lab so take full advantage. If you use a Microsoft Windows platform computer at home to work on projects be aware that conflicts and problems with your files may arise, and this is your responsibility to solve these problems on your own. If you feel you might need extra time with the computers, there is a class titled Art 189L that will allow you extra time to work on your projects, but you must enroll in this class separately to attend it, and space is limited.</p>
SLOs:	80% or more of all students will be able to create a computer animated sequence.
Schedule:	Dates subject to change.
Week 1:	Introduction, Lightwave Interface, Layout basics, Keyframe tutorial
Week 2:	Size Issues/Grid, Parent-Child Relationships, Camera Settings, Cloning, Render basics Space Scene
Week 3:	Light types, Shadows, Raytracing, Cookies, Color, 3 light set-up, Text modeling, Layers, Parent-Child, Rotation Point,

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- Week 3: Target lights, Target Camera, Null Objects
Lighting Assignment: **Build and light 3 small models**
- Week 4: Envelopes, Graph Editor, Surfacing Basics
Company Logo Exercise
- Week 5: Company Logo Exercise, Finish and Render Logo (Critique).
Surfacing, Texture maps, Presets, Modeling, Sub-Patch Models
- Week 6: Animation Fundamentals, Bowling Ball vs. Rubber Ball
Bouncing Ball Exercise
- Week 7: Deform with Keyframes and Graph Editor. Bone setup and placement
Flour Sack Exercise
- Week 8: Deform with Keyframes and Graph Editor
Flour Sack Exercise
- Week 9: Video compositing with models and animation
Cereal Box Exercise
- Week 10: Video compositing with models and animation
Cereal Box Exercise
- Week 11: Advanced character set-up
Walk Cycle Exercise
- Week 12: Advanced character set-up
Walk Cycle Exercise
- Week 13: Short scene using deformation animation
Final Project
- Week 14: Short scene using deformation animation
Final Project

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Schedule:

- Week 14: | Short scene using deformation animation
Final Project
- Week 15: | Short scene using deformation animation
Final Project
- Week 16: | Short scene using deformation animation
Final Project
- Week 17: | View final projects