

Mary Omelina
Office: CDM 704
Spring 2015-2016
Class number: 32635
Section number: 603
MW 3:10PM - 4:40PM
14EAS 00212 Loop Campus

Course Summary:

Students will use computer modeling to explore the principles of 3-dimensional design. Projects involving object, character and architectural modeling will emphasize the aesthetic concepts of spatial proportion (scale, angle and position), silhouette, negative space, rhythm, balance, light/shadow and texture. Students will emerge with the ability to create well designed 3D models, and be familiar with the basics of polygonal modeling, texturing, lighting and rendering for animation, computer games and cinema.

Course Objectives:

After completing this course, students will have:

1. Gained basic concepts and understanding of tools related to 3D production.
2. Become comfortable with basics of modeling, lighting, texturing and rendering.
3. Understand the fundamentals of strong 3D design.

Attendance:

Student absences are not expected to exceed more than 15% (3 absences) of the number of the classes scheduled for the semester. A 4th absence will lower your final grade by one letter. A 6th absence will result in an F for the course.

The student is responsible for any lectures or assignments missed. If an assignment is due a week that you are absent, it is your responsibility to make sure it still arrives on time. You don't need permission to miss up to 3 classes. PLEASE do not email me asking me what we covered in your absence. Again, it's your responsibility to track down that information. So make friends with your classmates

You may not miss the final class date. Doing so will equal an automatic two letter grade reduction of your final grade. If for some reason you cannot make one of these dates you must contact your instructor BEFORE the class that you must miss. Excuses given after the fact will not be accepted.

No incompletes will be given without documented proof of circumstances beyond your control.

Assignments:

All assignments and grades will be managed on D2L. Unless I tell you otherwise, assigned work must be completed and submitted on D2L BEFORE class starts. Don't wait until the last minute to attempt to submit your assignment. Turning in something unfinished is always better than nothing at all.

You may be late with 1 (ONE) assignment. Your one and only late assignments will be due on week 8. Late assignments will be graded without penalty but will not necessarily receive critique. No late assignments will be critiqued in class.

Students who use class time to finish assignments on the day they are due will forfeit the right to turn in that assignment. Class time is for working with the material at hand, not finishing late assignments.

Assignments must be in the following format (please note upper and lower case usage)

LastnameFirstname_projectnameNumber.extension

example: OmelinaMary_AwesomeProject01.mb

* Special Accommodations: If you have any special considerations please see the instructor.

* BACK UP YOUR WORK: Failure of computer software and or hardware will not be accepted as an extenuating circumstance for late projects or incomplete grades so back up your work daily.

Grading:

95% Assignments

5% Participation

A = Excellent

B = Very Good

C = Good

D = Acceptable

F = Unacceptable

A = 100-93, A- = 92-90, B+ = 89-88, B = 87-83, B- = 82-80, C+ = 79-78, C = 77-73, C- = 72-70, D+ = 69-68, D = 67-63, D- = 62-60, F = 59-0.

Academic Integrity:

Work done for this course must adhere to the DePaul University Academic Integrity Policy, which you can review in the Student Handbook or by visiting <http://academicintegrity.depaul.edu/>

DO NOT SHARE DIGITAL FILES OR PASS THEM BACK AND FORTH UNDER ANY CIRCUMSTANCES. This is strictly forbidden. All digital assignments must have been generated completely by you, with the exception of a provided file for you to start from. If you need help you must seek out help in person and UNDER NO CIRCUMSTANCES are you to email or otherwise transfer your own working files to anyone except the instructor.

Materials and Supplies:

We will be using Maya for the duration of the class. It is recommended that you install the latest version of Maya at home if you are so able. You may not be able to access the provided files with older versions of Maya. It's your responsibility to troubleshoot any installation issues directly with Autodesk.

You need to join Autodesk Education Community to access their free software, and sometimes their response time can be delayed. So take care of this ahead of time if you wish to work on your assignments at home.

<http://www.autodesk.com/education/free-software/students-university/popular>

Recommended Texts (not required):

Introducing Maya 2014 by Dariush Derakhshani Publisher: Sybex

The Art of 3D Computer Animation and Effects, Fourth Edition (Paperback) Isaac Kerlow, Publisher: John Wiley & Sons; 2009

Reference Websites:

DePaul students, faculty, and staff can login to lynda.com for unlimited access to a vast online library of instructional videos covering the latest software, creative, and business skills. Taught by accomplished teachers and recognized industry experts, lynda.com is a high-quality resource for students, faculty, and staff looking to develop skills in Microsoft Office, Adobe Creative Suite, social media, web design, animation, photography, audio and video production, project management, and a wide range of other topics.

<http://offices.depaul.edu/is/services/technology-training/Pages/online-training.aspx>

Weekly Schedule (subject to change):

Week 1

Intro to 3D Space, Coordinate System, Simple Transforms, Navigation

Modeling w/ Primitives

Simple Fan

Week 2

3D Design, Modeling w/ Primitives

Abstracted Animals

Abstracted Everyday Object

Week 3

Polygonal Modeling

Low-Poly Shoe

Week 4

UVs, Texturing

UV Mapping exercises

Eerie House Research

Week 5

Architecture, Modeling and Texturing
Eerie Architecture (Modeling and Texturing)

Week 6

Architecture, Lighting and Rendering
Eerie Architecture (Lighting and Rendering)

Week 7

Character Design and Organic Modeling
Chimera research and composite mock-up

Week 8

Character Design and Organic Modeling
Chimera low-poly model

Week 9

Character Design: UVs and Textures
Chimera UVs and textures

Week 10

Character Design: Lighting and Rendering
Lighting and Rendering the Chimera
Work in class on final project

Your exam is on June 06, 2016, @ 2:30 PM
Chimera Final Presentation