

ANI_231_503
Mary Omelina
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Office: CDM 704
Winter 2017
Class number: 22165
Section number: 503
TTh 3:10PM - 4:40PM
DPAUL C106B Loop Campus

Summary of the Course

This is an introductory course in 3D computer animation. It will emphasize traditional animation principles as applied to 3D computer animation. Topics will include: principles of animation, transformations and deformations of 3D objects, rigging, cameras and lights, and rendering. You must have successfully completed ANI 230 to participate in this class.

Textbooks and Printed Resources

The Animators Survival Kit - Richard Williams, Publisher: Faber and Faber Inc. 2001

Prerequisites

Successful completion of ANI 230

Grading

Standards for Achievement:

Grade A: Excellence

Grade B: Good work

Grade C: Satisfactory work

Grade D: Unsatisfactory work

Grade F: Unacceptable or excessive missing work, excessive absences

Assignments: 95 points

Participation: 5 points

Bouncing Balls (2): 10% (10 points)

Self-propelled Ball: 5% (5 points)

One-Legged Jump: 10% (10 points)

Fist Pound 10% (10 points)

Walk: 10% (10 points)

Basic Rigging: 15% (15 points)

Final Animation: 35% (35 points)

Participation: 5 points

Total 100 points

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

Requesting an incomplete grade: An incomplete grade may only be assigned to a student if the student has experienced an extenuating circumstance near the end of the term, the student is in good standing in the class, and the request is made by the student.

Your grade will depend on the following criteria:

Meeting project criteria.

Creativity and personal input into execution of projects.

Coming prepared to class and participating in class discussions.

Working in class.

Course Policies:

Student absences are not expected to exceed more than 15% of the number of the classes scheduled for the semester (3 absences). A 4th absence will result in a lowering of your final grade (1 full letter). A 6th absence will result in an F for your final grade.

The student is responsible for any lectures or assignments missed.

You may not miss the final class date. Doing so will equal an automatic two letter grade reduction of your final grade. If this becomes impossible you must contact your instructor BEFORE the final class. Excuses given after the fact will not be accepted.

All coursework, assignments, and grades will be accessed through D2L

All assigned work must be completed and submitted on D2L BEFORE class starts on the day that it is due. This will keep us from wasting valuable class time. Class time is for working with the material at hand, not finishing late assignments.

Handing in something unfinished is always better than nothing at all. Not everyone's work will get a full review during class. We will view and discuss everyone's final project during the last class.

Digital Assignments: All assignments including Maya files, movies, zip files, etc. must be named using the following naming convention:

LastnameFirstname_projectnameNumber.extension

example: OmelinaMary_BallA.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 constantly.

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 FILES WITH ONE ANOTHER. DO NOT SEND YOUR FILES TO OTHER STUDENTS EVEN TO ASSIST OR ASK FOR HELP. THIS IS AGAINST DEPAUL ACADEMIC INTEGRITY POLICY.

The assignments in this syllabus may be adjusted over the course of the quarter.

Weekly Schedule:

WEEK 1

INTRO TO 3D ANIMATION BASICS

Timing & Spacing

Squash & Stretch

Arcs

Ease in / Ease Out

Playblast

Homework: 2 animated bouncing balls

WEEK 2

ANTICIPATION; RENDERING

Anticipation

Camera, Lighting, Rendering

Adobe Premiere

Homework: Animate a 3rd ball adding anticipation. Set up a camera and basic lighting and render all 3 balls to Quicktime movies.

WEEK 3

CHARACTER JUMP

Critique Bouncing Balls

Homework: Animate a simple character action sequence (jump)

WEEK 4

INTRO TO WALKS

Homework: Animate a lower body walk.

Critique Jumps

WEEK 5

INTERMEDIATE CHARACTER ANIMATION - FLEXIBILITY

Homework: Animate a more complex character pounding his fist on a surface, focusing on flexibility. Use Key Poses and Breakdowns to achieve powerful timing and graceful fluidity.

WEEK 6

RIGGING

Critique Walks and Flexibility

Week 7

RIGGING

WEEK 8

FINAL PROJECT: PLANNING; LAYOUT & BLOCKING ANIMATION

Final Project Homework: Plan your final animation and begin blocking Week

WEEK 9

FINAL PROJECT: BLOCKING KEY POSES AND BREAKDOWNS

Homework: Work on your final

Week 10

FINAL PROJECT: CLEANING UP AND TROUBLESHOOTING YOUR ANIMATIONS

Homework: Work on your final

Final Exam

Your exam is on March 14, 2017, @ 3:10 PM

FINAL EXAM (CRITIQUE) ATTENDANCE IS MANDATORY. NO LATE ANIMATIONS WILL BE ACCEPTED FOR IN-CLASS CRITIQUE. MISSING CLASS OR TURNING IN YOUR FINAL PROJECT LATE IS AN AUTOMATIC 2 LETTER GRADE DEDUCTION OF YOUR FINAL GRADE.

This syllabus is subject to change as necessary during the quarter. If a change occurs, it will be addressed during class.

Online Teaching Evaluation

Evaluations are a way for students to provide valuable feedback regarding their instructor and the course. Detailed feedback will enable the instructor to continuously tailor teaching methods and course content to meet the learning goals of the course and the academic needs of the students. They are a requirement of the course and are key to continue to provide you with the highest quality of teaching. The evaluations are anonymous; the instructor and administration do not track who entered what responses. A program is used to check if the student completed the evaluations, but the evaluation is completely separate from the student's identity. Since 100% participation is our goal, students are sent periodic reminders over three weeks. Students do not receive reminders once they complete the evaluation. Students complete the evaluation online in <http://campusconnect.depaul.edu>

Academic Integrity and Plagiarism

This course will be subject to the university's academic integrity policy. More information can be found at <http://academicintegrity.depaul.edu/>. If you have any questions be sure to consult with your professor.

Academic Policies

All students are required to manage their class schedules each term in accordance with the deadlines for enrolling and withdrawing as indicated in the University Academic Calendar. Information on enrollment, withdrawal, grading and incompletes can be found at: cdm.depaul.edu/enrollment

Students with Disabilities

Students who feel they may need an accommodation based on the impact of a disability should contact the instructor privately to discuss their specific needs. All discussions will remain confidential. To ensure that you receive the most appropriate accommodation based on your needs, contact the instructor as early as possible in the quarter (preferably within the first week of class), and make sure that you have contacted the Center for Students with Disabilities (CSD) at: csd@depaul.edu. Lewis Center 1420, 25 E. Jackson Blvd.

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