**ANI 230-401 3D Design & Modeling**

**FALL 2017**

**Meeting Time:** Mondays and Wednesdays 11:50-1:20pm Loop DePaul Center 106B

**Instructor:** Jacqueline Smessaert Brennan

**Office Hours**: Mon. and Wed. 9:15-10:00 am DePaul Center 106B and 3:00-4:45 CDM 615

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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 for in class critique. You don’t need permission to miss up to 3 classes.

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. 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.

**ONETIME LATE PASS:** You may be late with 1 (ONE) assignment. Late assignments will be due on/around week 8 (exact date will be given as we approach the final weeks.) Late assignments will be graded without penalty but will not necessarily receive critique. Late assignments will generally not 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: LastnameFirstname\_projectnameNumber.extension

example: BrennanJ\_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.

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| --- | --- | --- | --- |
| Assignment | Points | Percentage | Due Date  |
| Simple Fan | 100 | 10 | 9/18/17 |
| Abstracted Animals | 100 | 10 | 9/25/17 |
| Low Poly Shoe | 100 | 10 | 10/2/17 |
| Low Poly Object | 100 | 10 | 10/9/17 |
| Eerie Architecture: Research and Concept Art | 50 | 5 | 10/16/17 |
| Eerie Architecture:Rough Model | 50 | 5 | 10/23/17 |
| Eerie Architecture:Final  | 150  | 15 | 10/30/17 |
| Chimera Research, Concept and Sketches | 50 | 5 | 11/6/17 |
| Chimera Rough Draft | 50 | 5 | 11/13/17 |
| Final Presentation | 200 | 20 | 11/20/17 |
| Class Participation/ Attendance | 50 | 5 |  |
| Total | 1000 | 100 |  |

Grading:

95% Assignments

5% Participation/Attendance

1. = Excellent
2. = Very Good
3. = Good
4. = 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, unless I expressly tell you otherwise. 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.

Class Materials:

Lynda.com app or similar <https://offices.depaul.edu/information-services/services/technology-training/Pages/online-training.asp>

Maya software (use lab computers and/or free license installed on home system, Win or Mac) <http://www.autodesk.com/education/free-software/maya>

Flash drive or removable external

Recommended Texts (none required): Introducing Maya 20XX by Dariush Derakhshani Publisher: Sybex

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. <https://offices.depaul.edu/information-services/services/technology-training/Pages/default.aspx>

Maya tutorials: <https://www.highend3d.com/>

Weekly Schedule (subject to change):

Week 1 – Fan and Animals

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

3D Design; Modeling w/ Primitives; Groups & Layers

Simple Fan

Abstracted Animals

Week 2 – Animals & Shoe

Cameras & Rendering

Abstracted Animals – continued

Polygonal Modeling: Edge Loops

Low-Poly Shoe

Week 3 - Shoe & Object

Polygonal Modeling: Extrusion

Normals

Low-Poly Shoe – continued

Low-Poly Object

Week 4 – Object

Polygonal Modeling: Multicut Tool; Cleanup

COLOR! Introduction to Materials

Low-Poly Object – finish

Eerie Research

Week 5 - Eerie

Architecture, Modeling and Texturing

Eerie Architecture (Modeling and Texturing) – continued

Introduction to UVs

Week 6 - Eerie

UVs & Texturing

Environment Modeling

Fun in the Content Browser

Eerie Architecture (Texturing & Environment Modeling) – continued

Week 7 – Eerie & Chimera

Lighting and Rendering

Eerie Architecture (Lighting & Rendering) - finish

Character Design and Organic Modeling

Chimera research and composite mock-up

Week 8 - Chimera

Chimera low-poly model – continued

Work in class on final project

Week 9 - Chimera

Character Design: UVs and Textures

Chimera UVs and textures

UV Mapping exercises in class, submit for extra credit

Week 10 - Chimera

Chimera UVs and textures – continued

Character Design: Lighting and Rendering

Lighting and Rendering the Chimera

**Final project is due on Monday November 20, 2017,**

**Chimera Final Presentation is from 11:30 AM to 1:45 PM**

**ATTENDANCE IS MANDATORY !!! Failure to Present in class will results in lowering score 2 full letter grades.**