

**DePaul CDM – ANI 337-501 / ANI 437-501**

**Environment Modeling**

Winter quarter 2018

Monday & Wednesday afternoons from 3:10pm to 4:40pm

Room: 14 E. Jackson #212, Loop Campus

**Instructor**

Heinz Schuller – contact [hschulle@depaul.edu](mailto:hschulle@depaul.edu) 312-362-0037

Office Hours – Monday & Wednesday 11:50 am to 1:10 pm, in CDM building #471

**Course Description**

This course covers the planning, production and implementation of environment models for games. The term “environment model” includes landscape, exterior architecture, interior architecture, and both organic and man-made props. Topics include visual art direction, setting mood, developing narrative and cinematic lighting strategies. After creating assets in a modeling program, students will implement them in a game engine editor (Unity 3D Pro) to learn about game engine requirements, limitations and pipeline.

*PREREQUISITE(S): ANI 230*

**Course Objectives**

*After completing this course, students will have:*

1. Gain an understanding of how to develop visual design for outdoor and indoor environments.
2. Acquire practical modeling and texturing procedures for a range of environments and props.
3. Utilize basic exterior and interior cinematic lighting techniques
4. Hands-on experience planning, modeling, texturing and importing models into a game engine editor (Unity 3D Pro)

**Recommended Texts (*not required*):**

*Digital Lighting & Rendering* - by Jeremy Birn

New Riders; ISBN: 1562059548

*Comment: Very solid overview of CG techniques not tied to a specific software package*

*The Visual Story* - by Bruce Block

Focal Press; ISBN: 978-0-240-80779-9

*Comment: Excellent overview of Cinematography*

**Course Management System & Class Work**

Assignments must be handed in on time. On time means your work is submitted through D2L (Desire To Learn system) by the specified time. Work submitted after the deadline may receive partial credit or no credit at the instructor’s discretion. Students who use lecture time to finish assignments the day they are due risk missing important class content. Class time is for working with the material at hand, not finishing late assignments. Assignment due dates and times will be indicated on D2L.

### **Attendance:**

Students are expected to attend every class. We cover an enormous amount of material in every class, and missing even one can be a significant setback.

**Three absences** can result in the lowering of your final grade **one full letter**. **Any student missing 4 classes may be given a grade of “F” for the semester.**

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. A good portion of our class time will be spent doing hands on tutorials, screening films, and critiquing work. Lecture notes will not make up for these missed learning experiences.

### **Participation:**

One of the best ways to learn in a classroom environment is through active participation in discussions and critiques. In general, we will be following a pattern of creating animation and then discussing it in critique in the following week. When I open up the floor for you to speak, please make the effort to voice your honest and constructive opinion. You are likely to find that this will greatly improve your overall learning process.

### **Critiques:**

Unless I tell you otherwise, assigned work must be completed and submitted through D2L BEFORE class starts. This will keep us from wasting valuable class time. Handing in something unfinished is always much better than nothing at all. Due to the large size of our class, and the limited class time, not everyone’s work will get a full review during class. If you’d like more feedback, arrange to discuss your work with me during my office hours. We will view and discuss everyone’s final project during the last class.

### **Attitude:**

A professional and academic attitude is expected throughout this course. Measurable examples of non-academic or unprofessional attitude include but are not limited to: talking to others when the instructor is speaking, mocking another’s opinion, cell phones ringing, emailing, texting or using the internet whether on a phone or computer. If any issues arise a student may be asked to leave the classroom. The professor will work with the Dean of Students Office to navigate such student issues.

### **Civil Discourse:**

DePaul University is a community that thrives on open discourse that challenges students, both intellectually and personally, to be [Socially Responsible Leaders](#). It is the expectation that all dialogue in this course is civil and respectful of the dignity of each student. Any instances of

disrespect or hostility can jeopardize a student's ability to be successful in the course. The professor will partner with the Dean of Students Office to assist in managing such issues.

### **Cell Phones/On Call:**

If you bring a cell phone to class, it must be off or set to a silent mode. Should you need to answer a call during class, students must leave the room in an undistruptive manner. Out of respect to fellow students and the professor, texting is never allowable in class. If you are required to be on call as part of your job, please advise me at the start of the course.

### **Important Dates:**

Tuesday, Jan. 9 2018 – Last day add (or swap) classes to WQ2018 Schedule (8:00am Deadline)

Monday, Jan. 15 2018 - Last day to drop classes with no penalty

Tuesday, Jan. 16 2018 – Last day to select pass/fail option

Tuesday, Jan. 16 2018 - Grades of "W" assigned for classes dropped on/after this day

Monday 19 2018 - Last Day to Withdraw from FQ2017 Classes

More calendar info can be found at [this link](#).

### **Class Schedule\***

*\*NOTE: Details of activities and assignments are subject to updates and/or revisions on-going. I will notify you in class, but please check on-line for the latest syllabus when needed.*

Week 1:

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**Wednesday January 3**

**Monday January 8**

Week 2:

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**Wednesday January 10**

**Monday January 15**

Week 3:

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**Wednesday January 17**

**Monday January 22**

Week 4:

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**Wednesday January 24**

**Monday January 29**

Week 5:

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**Wednesday January 31**

**Monday February 5**

Week 6:

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**Wednesday February 7**  
**Monday February 12**

Week 7:

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**Wednesday February 14**  
**Monday February 19**

Week 8:

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**Wednesday February 21**  
**Monday February 26**

Week 9:

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**Wednesday February 28**  
**Monday March 5**

Week 10:

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**Wednesday March 7**  
**Monday March 12**

Week 11:

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**FINAL PROJECT DUE: March 19 2018**

**There is NO final exam for this course. The final exam period will be an open lab to help anyone finish their projects. This takes place on March 19 2018 from 2:30pm to 4:00PM and is optional.**

**More final exam schedule info at [this link](#).**

### **Turning In Assignments:**

All assignments handed in digitally must be in the following format (please note upper and lower case usage)

- o lastnameFirstname\_projectname.extension
- o example: SchullerHeinz\_projectOne.mb

Special Accommodations: If you have any special considerations please see the instructor so you can be accommodated.

**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. Maya features an 'incremental save' option – USE IT. Hardware or software failure is no excuse for academic or professional project failure .

## Grading

This is a rough breakdown of how final grades will be calculated. This is subject to change at the instructor's discretion with notice:

10% - Participation, In-Progress Work, Energy & Attitude

65% - Projects & Homework

25% - Final Project

## Grade/Score Ranges

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

### *Grade A:*

Not only did you successfully complete all assignments, you went above and beyond in working with your teammates and coming up with effective solutions.

### *Grade B:*

You have successfully completed all assignments, contributed equitably to group projects, and you demonstrate a solid understanding of the class topics.

### *Grade C:*

All work turned in.

### *Grade D:*

Requirements for projects are only partially fulfilled.

### *Grade F:*

Student fails to meet minimum course requirements.

## 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 before the last day of the quarter before final exams. See:

<http://www.cdm.depaul.edu/Current%20Students/Pages/Grading-Policies.aspx>

## **Standards for Achievement**

Students will be measured on the following criteria-

- Following Directions and paying attention to Specifics
- Consistent use of Reference Imagery as a basis of design work
- Willingness to investigate problems, ask questions in pursuit of solutions
- Ability to utilize technical knowledge to create visually sound artwork
- Understanding and utilization of visual concepts like silhouette, repetition & variation
- Demonstrating knowledge and proficiency with the basic CG art pipeline
- Drawing upon their own backgrounds and experiences as inspiration

## **Changes to Syllabus**

This syllabus is subject to change as necessary during the quarter. If a change occurs, it will be thoroughly addressed during class, posted under Announcements in D2L and sent via email.

## **Online Course Evaluations**

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 [CampusConnect](#).

## **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.

## **Statement on Academic Integrity and Plagiarism:**

University guidelines on academic integrity and plagiarism can be found on the Web and in the Student Handbook and are hereby incorporated in this document. The following items are not intended to contradict the university guidelines, but to emphasize or explain areas of particular note for this course.

- Plagiarism applies to any sort of material used on the Web, including for example sound, graphics or images, as well as text.
- Students are responsible for insuring that they use material only with permission and that, when such permission is subject to giving credit, they credit sources appropriately.

- Students who use images, text, sound, trademarks, or other materials developed or owned by others without their permission can be held legally liable. "Academic use" is not a legal defense.
- DePaul University and the professor take no responsibility for any student's use of materials developed or owned by others without their permission.

### **Reuse of materials:**

Anything developed or submitted for an employer or another course cannot be submitted for an assignment in this course without PRIOR permission of the instructor.

### **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: <http://cdm.depaul.edu/enrollment>.

### **Notes regarding Class Participation:**

Active class participation includes, among other things, on-time attendance, taking part in lecture discussions, asking meaningful questions, completing homework assignments on a timely basis, participating in the class, Blackboard discussion forums, and volunteering to demonstrate one's website or other sites of relevance to the class. Students will have the opportunity to complete a self-evaluation of their class participation, which will be considered (but will not be the sole determinant) when computing the class participation portion of their grade.

### **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](mailto:csd@depaul.edu).

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Phone number: (312)362-8002  
Fax: (312)362-6544  
TTY: (773)325.7296