

**DePaul CDM – ANI 337-601 / ANI 437-601**

**Environment Modeling**

Spring quarter 2015

Tuesday & Thursday Mornings - 10:10am - 11:40am

Room: CDM 634, Loop Campus

**Instructor**

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

Office Hours – (TBD) in Room 403

**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 indoor & outdoor 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), and producing a playable build.

**Recommended Texts:**

*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*

**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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**Tuesday March 31**

**Thursday April 2**

Week 2:

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**Tuesday April 7**  
**Thursday April 9**

Week 3:

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**Tuesday April 14**  
**Thursday April 16**

Week 4:

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**Tuesday April 21**  
**Thursday April 23**

Week 5:

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**Tuesday April 28**  
**Thursday April 30**

Week 6:

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**Tuesday May 5**  
**Thursday May 7**

Week 7:

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**Tuesday May 12**  
**Thursday May 14**

Week 8:

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**Tuesday May 19**  
**Thursday May 21**

Week 9:

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**Tuesday May 26**  
**Thursday May 28**

Week 10:

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**Tuesday June 2**  
**Thursday June 4**

Week 11:

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**Tuesday June 9 - 8:45am - 11:00am - FINAL PROJECT CRITIQUE**

### **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 may forfeit the right to hand in that assignment. 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:**

Student absences are not expected to exceed more than 2 absences. **Any student missing 3 classes will be given a grade of “F” for the semester.**

Tardiness is defined as not being in the classroom when attendance is called or departing before the class has been formally dismissed by the instructor. Tardiness that exceeds thirty minutes will be counted as an absence. TWO late arrivals or early departures, or a combination of both, are counted as one absence. If you arrive late for class, it is your responsibility to make sure that you have been marked tardy rather than absent.

The allotted absences are to accommodate routine illness, weddings, car trouble, etc. Doctor appointments, advisor conferences, trips to supply stores and employment, etc. should not be scheduled to conflict with class. Faculty cannot be placed in the position of determining which absences are excusable and which are not. All students are expected to attend class on a regular basis. Prolonged illness should be verified by a physician and may require the student to withdraw from class if he/she cannot complete work in a comprehensive and timely manner.

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.

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

### **Class Work**

Assignments must be handed in on time. On time is submitted through D2L by the pre-determined 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 will forfeit the right to hand in that assignment. Class time is for working with the material at hand, not finishing late assignments. Assignment due dates and times will be indicated on D2L.

### **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:

70% - Homework & Weekly Milestones

30% - 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-

- Meeting Project Deadlines: It is important to have your work available for critique
- Creativity and personal input into execution of project
- Coming prepared to class, including assigned reading and assignments
- Showing in-progress work, which can benefit from suggestions, rather than presenting entirely new work at critiques
- Taking initiative to work outside of class and research
- Hard work and sweat
- Participation in critiques and discussions

## **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