Ani230 **3D Modeling and Design**	Autumn 2015 M/W 1:30-3:00 Instructor: Joel D Benjamin **Jbenjam@cdm.depaul.edu (or joeldbenjamin@gmail.com)** Office (room CDM 702): M/W 11:50 – 1:20, or Monday 3:15-5:30 by appointment
Course Description	This course covers introductory 3d modeling and design techniques required to construct 3D objects and scenes to be used for animation and gaming. Topics to be covered include: clean low polygon modeling; 3D object design; and brief introduction to texturing, cameras, lighting and rendering.
Course Objectives	• Gained basic concepts and understanding of tools related to 3D production • Become comfortable with the basics of modeling with an introduction to lighting, texturing and rendering animations • Understand the fundamentals of strong 3D *design.*
Overview	In this course, students will design and model 3D objects and spaces using Maya. Each class, new topics and techniques will be discussed and new homework will be assigned. Class sessions will consist of critiques of student work; demonstrations on both software (Maya) and modeling techniques; discussions of 3D design and strong design in general; and screenings related to the current topics. Occasionally there will be time in class to work, always be prepared.

Important Things to Know	Anything related to 3D modeling / animation is work intensive. You will be spending many many many hours in front of the computer, doing research and working! You are expected to spend somewhere between 6-10 hours per week outside of class *minimum*. Some weeks may require much more.
	
	Computers crash. Hard drives die, software fails, etc. It is ALWAYS possible to lose your work.
	
	HARDWARE/SOFTWARE FAILURE CAN NOT BE AN EXCUSED FOR LATE / MISSING WORK.
	
	How to reduce the likelihood of data loss:
	• Save. Save often. Save constantly. If you make a change, save your file!
	• Save incrementally. Meaning – save your files in versions, like Assign__01.mb, Assign__02.mb, Assign__03.mb, etc etc.
	• Back up your files *somewhere else* at the end of each work session. Buy an external hard drive of some kind or sign up for dropbox / Google Drive / Amazon Cloud. Work on school computers may be deleted!
	• **HOWEVER – NEVER work directly off of a flash drive!** They are cheap and die and are slow. They should ONLY be used to back up and transport information, never as the sole means of storage.
	    1) Copy your files from the flash drive to the computer.
	    2) Remove the flash drive.
	    3) Work work work animate work.
	    4) Then when you're done, put the flash drive back in, copy the files back over to the flash drive. NEVER work directly off of those USB drives!

Projects	This class is project-based and work-intensive. 90% of your grade will be based on projects. Do work, have fun. Get tired. Work more. All assignments and grades will be listed on [Desire to Learn (D2L)](#) In Ani230, students will be creating something new each class period. There are seven projects planned for the class. ***Note that these are subject to change!*** Assignments, worth 90% of your final grade (subject to change!)

Abstract Animals	8 points
Shoe	12 pts
Household Object	12 pts
Texturing / rendering exercise	4 points
Interior Architecture	18 points
Caricatured Character	18 pts
Zoo Monster	18 pts

90 points total = 90% of your final grade (Note that some of these assignments will be worked on for more than one week. They will have work in progress (WIP) milestone submissions that cannot be "revised" for a better grade)

Please name your files using this format. If you continuously do NOT do so, the "Following instructions" part of your grade will be reduced for each project you do not name the files correctly.

LastnameFirstname_projectnameNumber.extension
example: *BenjaminJoel_*TreeProject01.mb

The reason this is important – if you name your file "myFinalBird.mb" I will not know it is yours. Sometimes I need to download the files individually from D2L and it doesn't put your name on the file if I have to do it this way.

NO LATE ASSIGNMENTS WILL BE ACCEPTED! (emergencies and accidents happen, you get one freebee assignment that may be submitted late).

However, any assignment **(except WIP milestones!)** turned in that receives at least a passing grade (basically you tried to do the work and got a C-) may be resubmitted before the final class of the quarter with fixes and changes for a (potentially) better grade. Rarely in real life will you receive any credit for something not submitted when it was asked for, but you will often be asked to make changes.

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.

In the Classroom	Students are expected to come prepared to every class. Coming prepared means: • Being able and ready to pay attention and participate in class. It is unacceptable to check e-mail, browse or social network while class is in session; it's not only rude, but distracting. Nothing distracting to you, your classmates, or the instructor is allowed. • Using lab computers during class *for (this classes') work only.* Consistently wasting time in class (over-socializing, Facebook/YouTube/other social media, cell phones, etc) will result in reduced grade for the quarter. • Being prepared to work with anything required for that day, whether it's headphones, hard drives or files online where you can access them – sometimes there will be one-on-one time with the instructor. Students should be productive during those times when they are not speaking with the instructor. • Being well-rested and excited to go!
Attendance	**Excused absences:** You are allotted 20% of the number of the classes scheduled for the quarter (for a night class, that's two classes. For a twice-a-week class, that's four). More than that and you will not pass the class. Note that *THESE are your excused absences* – if there is an emergency or you must miss class, this is what these excused absences are for. These excused absences are NOT for being lazy, so use them wisely as there will be NO exceptions. Tardiness is defined as not 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! Talk with instructor after class AND email instructor. The student is responsible for any lectures or assignments missed. If the class is recorded you can (and should) watch missed lectures online on D2L. READ THIS: You may not miss the final class date (Your exam is on November 24, 2014, from 11:45 AM to 2:00 PM). Doing so means a drop in your final grade of 20% (2 letter grades). If for some reason you cannot make this day you must contact your instructor at the beginning of the quarter to work out the details. Excuses given after the fact will not be accepted. There will be no exam, just critique. Check the school's calendar for final exam dates. (Your exam is on November 24, 2014, from 11:45 AM to 2:00 PM)
Bibliography, Supplies, Software	No specific book will be required – HOWEVER, you WILL benefit from a Maya book. Emailing the instructor with questions will usually result in an answer, but a book on your desk is MUCH faster and easier! Plus you will often find new tricks/tips by accident while browsing through a book. Get one of the **"Introducing Maya 20xx"** books. Any version after 2014 will be perfectly fine but **there are actually a few UI changes in 2015 and 2016 that make it worth getting the newest book.** Be sure to have a flash drive or two or faster drive, or even better – a dropbox.com or

	Google Drive account to save and transport your files. **ALWAYS** have a second (or third!) version backed up somewhere else, just in case something bad happens. This class uses Maya – a free, fully-functional student version is available from students.autodesk.com, otherwise just about any of the computer labs on campus will have this software installed. **Note** – you should be prepared to work at school until you have a working version of the software installed at home. Do not wait until the last minute to install – it might take some time and a little effort. Not having software available at home does not excuse you from having assignments finished and submitted on time.
Grading	• 10% Participation in class (critiques, screenings, discussions, coming to class prepared, etc) • 90% Projects 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 Standards for Achievement: Grade A: • Student performs in an outstanding way. Student exhibits achievement and craftsmanship in all work. Design criteria is exceeded and student challenges him/herself in project design. Student exhibits commitment to expanding ideas, vocabulary and performance. Grade B: • Student performs beyond the requirement of the project. Student exhibits above average progress and craftsmanship. A design criterion is exceeded. Student exhibits above average interest in expanding idea, vocabulary, and performance. Grade C: • Criteria of assignment is met, and all requirements are fulfilled. Student shows average quality work and minimum time and effort on projects. Student shows moderate interest. Grade D: • Student performance is uneven and below average. Requirements for projects are only partially fulfilled. Minimal interest is shown and attendance, participation and involvement are inadequate. Grade F • Student fails to meet minimum course requirements and shows no interest. Levels of participation and craftsmanship are extremely poor. Student's attendance is inadequate. 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 *before* the end of the term.

Want to Get a Good Grade?	Your grade will depend on the following criteria: • **Meeting Project Deadlines:** No late assignments accepted. Not turning in assignments will **SIGNIFICANTLY** hurt your final grade! • Creativity and personal input into execution of project • Coming prepared to class, including any assigned reading and assignments • Effective, aesthetically successful solutions to all problems assigned • Taking initiative to work outside of class and research. • Attend class! If you miss, you will be counted as absent, and you will miss out! We cover a lot of technical stuff and you may fall behind if you miss a lecture. • Hard work and sweat! Exercises/Assignments WILL take ON AVERAGE around 3-5 hours to complete. Some will take less, but some will require MORE!! • Participation in critiques and discussions is essential. If you sit quietly every class, you will not only be unhelpful to your classmates, but you will also miss out on your participation grade, which counts for 10% of your final grade. Many teachers say this matters and ignore it in the end – I do NOT ignore whether or not you participate. Everyone is expected to speak up in class – when discussing films and animations we watch as well as giving comments (critical and praising) on your classmates' work. • If there is assigned reading, do it! It's not for the instructor's benefit that reading is assigned, it's for yours. If you want to improve and do well in 3D in or out of this class, you must do the work for YOURSELF!
Academic Integrity, Plagiarism, Policies	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://studentaffairs.depaul.edu/homehandbook.html. 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. * Accommodations/Disabilities: If you have any particular considerations or concerns, please talk to me and/or contact the Center for Students with Disabilities (CSD) at: csd@depaul.edu.