

Mary Omelina
Office: CDM 704
Spring 2015-2016
Class number: 37429
Section number: 901
W 5:45PM - 9:00PM
CDM 00527 Loop Campus

Course Summary

This course will teach students inorganic rigging of vehicles and machines as well as advanced techniques for characters such as blend shape facial expression setups and squash and stretch. Additional topics will include quadruped rigging and 3D scripting for creating user interfaces and automating complex processes. PREREQUISITE(S): ANI 230 and ANI 231

Course Objectives

Expanding on basic rigging skills, students will explore a variety of techniques specific to rigging vehicles, mechanical objects; a quadruped; facial rig; and adding squash & stretch to a cartoon character rig.
Prerequisites: ANI 230 & 231

Attendance

Student absences are not expected to exceed more than 20% (2 absences) of the number of the classes scheduled for the semester. A 3rd absence will lower your final grade by one letter. A 5th absence will result in an F for the course.

The student is responsible for any lectures or assignments missed. You don't need permission to miss up to 2 classes. You may not miss the final class date. Doing so will equal an automatic two letter grade reduction of your final grade. If for some reason you cannot make one of these dates you must contact your instructor BEFORE the class that you must miss. 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.

It is solely the student's responsibility to make up any classes they may have missed. Tasks and assignments build upon previous tasks. Students must come to class prepared to follow along with the current lecture/demos and in order to do so the student must have made up for any missed lectures/demos beforehand.

Assignments must be in the following format:

LastnameFirstname_projectnameNumber.extension

example: OmelinaMary_QuadrupedRig.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.

Grades

95% Assignments

5% Participation

A = Excellent, B = Very Good, C = Good, D = 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, with the exception of a provided file for you to start from. 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. We will also use the Adobe software suite for compiling and compressing movies of your rigs in motion. 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, and sometimes their response time can be delayed. So take care of this ahead of time if you wish to work on your assignments at home.

<http://www.autodesk.com/education/free-software/students-university/popular>

You will be provided with Maya files to work from at the start of each project. You may not use these files for any other purpose but to complete the assigned project for this class. If you wish to include a sample of one of the projects on a demo reel you must recreate the rig on a model for which you have permission to use for demo material purposes.

Recommended Texts (not required):

Introducing Maya 2014 by Dariush Derakhshani Publisher: Sybex

The Art of 3D Computer Animation and Effects, Fourth Edition (Paperback) Isaac Kerlow, Publisher: John Wiley & Sons; 2009

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. <http://offices.depaul.edu/is/services/technology-training/Pages/online-training.aspx>
Weekly Schedule (subject to change):

Advanced Rigging

Week 1

Mechanical Rigging using Joints & IK; Constraints; Set Driven Key; and Expressions

Week 2

Design & Build Mechanical Rig using at least 1 ea of the 4 topics covered in week 1

Week 3

Rigging Vehicles

Week 4

Rig a Quadruped 1

Week 5

Rig a Quadruped 2

Adding Squash & Stretch to a rig

Week 6

Rope & Chains

Week 7

Facial Rigging 1

Week 8

Facial Rigging 2

Week 9

Final rigging project

Week 10

Troubleshoot rigs

Work on Final

Final