

Mary Omelina  
Office: CDM 704  
FALL 2016-2017  
Class number: 33398  
Section number: 403  
Th 5:45PM - 9PM  
Loop Campus 527

#### Course Summary:

This course is intended as an intensive overview for graduate students with NO prior 3D experience. Topics include polygonal modeling tools, texturing, principles of 3D animation, basic rigging, camera, lighting and rendering. Animation graduate students with proof of previous 3D experience should consult their advisor to substitute any Major Elective for this course. PREREQUISITE(S): None

#### 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, texturing, animation, lighting, and rendering.
3. Understand the fundamentals of strong 3D design
4. Understand the core principles of animation

#### 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. If an assignment is due a week that you are absent, it is your responsibility to make sure it still arrives on time. 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. Don't wait until the last minute to attempt to submit your assignment. Turning in something unfinished is always better than nothing at all.

You may be late with 1 (ONE) assignment. Your one and only 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. No late assignments will 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 (please note upper and lower case usage)

LastnameFirstname\_projectnameNumber.extension

example: OmelinaMary\_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.

Grading:

95% Assignments

5% Participation/Attendance

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. 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>

**Required Materials:**

Lynda.com app or similar

Maya software (use lab computers and/or free license installed on home system, Win or Mac)

Flash drive or removable external

**Recommended Texts (none required):**

Animator's Survival Kit by Richard Williams

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.

<http://offices.depaul.edu/is/services/technology-training/Pages/online-training.aspx>

**Weekly Schedule (subject to change):**

**Week 1**

Intro to Modeling in Maya

Modeling w/ Primitives

Abstraction

**Week 2**

Polygonal Modeling

Materials

**Week 3**

Architectural Modeling

Research; Concepts

Modular Building Techniques

UVs & Texturing

**Week 4**

UV Mapping Exercises in Class

## Lighting & Rendering (Eerie Project)

### Week 5

Intro to Animation in Maya

Bouncing balls

### Week 6

Animation

IK/FK

Jump

### Week 7

Intro to Rigging in Maya

### Week 8

Animation

Walk

### Week 9

Final Project

### Week 10

Final Project

Your exam is on November 17, 2016, from 11:30 AM to 1:45 PM

Chimera Final Presentation