

|  |   |
|--|---|
| <b>Ani230</b><br>3D Modeling<br>and Design | Spring 2017 M/W 10:10-11:40<br>Instructor: Joel D Benjamin<br><b>Joel.benjamin@depaul.edu (or joeldbenjamin@gmail.com)</b><br>Office (room CDM 702): M 11:50 -1:20, W 11:50 -1:20   |
| 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                          | <ul style="list-style-type: none"> <li>• Gained basic concepts and understanding of tools related to 3D production</li> <li>• Become comfortable with the basics of modeling with an introduction to lighting, texturing and rendering animations</li> <li>• Understand the fundamentals of strong 3D design.</li> </ul>  |
| Overview                                   | <p>In this course, students will learn to design and model 3D objects and spaces using Maya. New topics and techniques will be discussed each class and new homework will be given.</p> <p>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.</p>   |
| Important<br>Things to Know                | <p>Anything related to 3D modeling / animation is work intensive. You are expected to spend somewhere between 6-10 hours per week outside of class <i>minimum</i>. Some weeks may require much more. If you are spending less time, you're probably not doing it right...</p> <p><b><u>Computers crash.</u></b> Hard drives die, software fails, etc. It is ALWAYS possible to lose your work.</p> <p><b><u>HARDWARE/SOFTWARE FAILURE CAN NOT BE AN EXCUSE FOR LATE / MISSING WORK.</u></b></p> <p><b><u>How to reduce the likelihood of data loss:</u></b></p> <ul style="list-style-type: none"> <li>• Save. Save often. Save constantly. If you make a change, save your file!</li> <li>• Save incrementally. Meaning – save your files in versions, like Assign__01.mb, Assign__02.mb, Assign__03.mb, etc etc.</li> <li>• <u>Back up your files somewhere else at the end of each work session.</u> Buy an external hard drive of some kind or sign up for dropbox / Google Drive / Amazon Cloud. Work on school computers may be deleted!</li> <li>• <b><u>HOWEVER – NEVER work directly off of a flash drive!</u></b> 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. <ol style="list-style-type: none"> <li>1) Copy your files from the flash drive to the computer.</li> <li>2) Remove the flash drive.</li> <li>3) Work work work animate work.</li> </ol> </li> </ul> <p>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!</p> |

|   |   |                  |        |      |        |                  |        |   |   |              |    |           |    |
|---|---|------------------|--------|------|--------|------------------|--------|---|---|--------------|----|-----------|----|
| Projects  | <p>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.</p> <p>All assignments and grades will be listed on <a href="#">Desire to Learn (D2L)</a></p> <p>In Ani230, students will be creating something new each class period. There are seven projects planned for the class. <b>Note that these are subject to change!</b></p> <p>Weekly assignments, worth 90% of your final grade (subject to change!)</p> <table border="1" data-bbox="407 483 1459 787"> <tr> <td>Abstract Animals</td><td>10 pts</td></tr> <tr> <td>Shoe</td><td>10 pts</td></tr> <tr> <td>Household Object</td><td>10 pts</td></tr> <tr> <td>TBD Assignment - introduction to texturing / lighting</td><td>5</td></tr> <tr> <td>Architecture</td><td>25</td></tr> <tr> <td>Character</td><td>30</td></tr> </table> <p>90 points total = 90% of your final grade. Note that some of these assignments will be worked on for more than one week. Most of these also will have work in progress (WIP) milestone submissions – these WIP submissions must be turned in on time to receive any credit, and may not be submitted late or revised for better grades.</p> <p>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.</p> <p>    LastnameFirstname_projectnameNumber.extension<br/> example: <i>BenjaminJoel_TreeProject01.mb</i></p> <p>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.</p> <div data-bbox="407 1430 1459 1732" style="background-color: #f8d7da; padding: 10px;"> <p><b>NO LATE ASSIGNMENTS WILL BE ACCEPTED!</b> (emergencies and accidents happen, you get one freebee assignment that may be submitted late).</p> <p>However, any assignment (<b>except WIP milestones!</b>) 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.</p> </div> | Abstract Animals | 10 pts | Shoe | 10 pts | Household Object | 10 pts | TBD Assignment - introduction to texturing / lighting | 5 | Architecture | 25 | Character | 30 |
| Abstract Animals                                      | 10 pts  |                  |        |      |        |                  |        |   |   |              |    |           |    |
| Shoe  | 10 pts  |                  |        |      |        |                  |        |   |   |              |    |           |    |
| Household Object                                      | 10 pts  |                  |        |      |        |                  |        |   |   |              |    |           |    |
| TBD Assignment - introduction to texturing / lighting | 5   |                  |        |      |        |                  |        |   |   |              |    |           |    |
| Architecture  | 25  |                  |        |      |        |                  |        |   |   |              |    |           |    |
| Character   | 30  |                  |        |      |        |                  |        |   |   |              |    |           |    |
| In the Classroom                                      | <p>Students are expected to come prepared to every class. Coming prepared means:</p> <ul style="list-style-type: none"> <li>• Being able and ready to pay attention and participate in class. <b>It is unacceptable to check e-mail, browse or social network while class is in session</b>; it's not only rude, but distracting. Nothing distracting to you, your</li> </ul>   |                  |        |      |        |                  |        |   |   |              |    |           |    |

|                                  |   |
|----------------------------------|---|
|                                  | <p>classmates, or the instructor is allowed.</p> <ul style="list-style-type: none"> <li>• <b><i>If you aren't paying attention - you will miss things!</i></b> The people who get the most confused or do not complete the assignments properly are almost always the people not paying attention in class.</li> <li>• Using lab computers during class <i>for (this classes') work only</i>. <b><i>Consistently wasting time in class (over-socializing, Facebook/YouTube/other social media, cell phones, etc) will result in reduced grade for the quarter.</i></b></li> <li>• Being prepared to work with anything required for that day with 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.</li> <li>• Being well-rested and excited to go!</li> </ul>  |
| Attendance                       | <p><b>Excused absences:</b> 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). <b>More than that and you will not pass the class.</b> Note that <i>THESE are your excused absences</i> – 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.</p> <p>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.</p> <p><b><i>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. Not doing so means you are not guaranteed to be counted as Tardy and may be counted as Absent!</i></b></p> <p>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.</p> <p>READ THIS: You may not miss the final class date (June 07, 2017, from 8:30 AM to 10:45 AM). 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.</p> |
| Bibliography, Supplies, Software | <p>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.</p> <p>Get one of the <b>“Introducing Maya 20xx”</b> books. Any version after 2015 will be perfectly fine but <b>there are actually a few UI changes in 2016 and 2017 that make it worth getting the newest book.</b></p> <p>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. <b>ALWAYS</b> have a second (or third!)</p>  |

|         |  |
|---------|--|
|         | <p>version backed up somewhere else, just in case something bad happens.</p> <p>This class uses Maya – a free, fully-functional student version is available from <a href="https://students.autodesk.com">students.autodesk.com</a>, otherwise just about any of the computer labs on campus will have this software installed.</p> <p><b>Note</b> – 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.</p>  |
| Grading | <ul style="list-style-type: none"> <li>• 10% Participation in class (critiques, screenings, discussions, coming to class prepared, etc)</li> <li>• 90% Projects</li> </ul> <p>A = 100-93 A- = 92-90<br/> B+ = 89-88 B = 87-83 B- = 82-80<br/> C+ = 79-78 C = 77-73 C- = 72-70<br/> D+ = 69-68 D = 67-63 D- = 62-60 F = 59-0</p> <p>Standards for Achievement:</p> <p>Grade A:</p> <ul style="list-style-type: none"> <li>• 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.</li> </ul> <p>Grade B:</p> <ul style="list-style-type: none"> <li>• 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.</li> </ul> <p>Grade C:</p> <ul style="list-style-type: none"> <li>• 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.</li> </ul> <p>Grade D:</p> <ul style="list-style-type: none"> <li>• 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.</li> </ul> <p>Grade F</p> <ul style="list-style-type: none"> <li>• Student fails to meet minimum course requirements and shows no interest. Levels of participation and craftsmanship are extremely poor. Student's attendance is inadequate.</li> </ul> <p><u>Requesting an incomplete grade:</u><br/> 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 <i>before</i> the end of the term.</p> |
|         | Your grade will depend on the following criteria:  |

|   |  |
|---|--|
| <p>Want to Get a Good Grade?</p>  | <ul style="list-style-type: none"> <li>• <b>Meeting Project Deadlines:</b> No late assignments accepted. Not turning in assignments will <b>SIGNIFICANTLY</b> hurt your final grade!</li> <li>• Creativity and personal input into execution of project</li> <li>• Coming prepared to class, including any assigned reading and assignments</li> <li>• Effective, aesthetically successful solutions to all problems assigned</li> <li>• Taking initiative to work outside of class and research.</li> <li>• 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.</li> <li>• 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</li> <li>• 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.</li> </ul> <p>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!</p>  |
| <p>Things that shouldn't be necessary to include in a syllabus (but have to be)</p> | <p><b>Class Discussion:</b> Student participation in class discussions will be measured in two ways. First, students are highly encouraged to ask questions and offer comments relevant to the day's topic. Participation allows the instructor to "hear" the student's voice when grading papers. Secondly, students will be called upon by the instructor to offer comments related to the reading assignments. Students must keep up with the reading to participate in class discussion.</p> <p><b>Attitude:</b> 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.</p> <p><b>Civil Discourse:</b> 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.</p> <p><b>Cell Phones/On Call:</b> 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.</p> |

Official Policies  
(from the school)

### **Additional Course Policies**

#### **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 Campus Connect.

#### **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.

#### **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://www.cdm.depaul.edu/Current%20Students/Pages/PoliciesandProcedures.aspx>

#### **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).

|  |   |
|--|---|
|  | <p>Lewis Center 1420, 25 East Jackson Blvd.<br/>Phone number: (312)362-8002<br/>Fax: (312)362-6544<br/>TTY: (773)325.7296</p> |
|--|---|