

WINTER 2018 SEC 801
DEPAUL UNIVERSITY LOOP CAMPUS
14 E. JACKSON ROOM 513

ANI 360: 3D MOTION GRAPHICS

THURSDAYS 5:45pm - 9pm

OFFICE HOURS: 12pm – 3pm, Thursdays, CDM Room 478

PROFESSOR

Chris Kalis

CONTACT

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Office 478, 4th Floor CDM

SOFTWARE TRAINING RESOURCES

Lynda.com

EyeDesyn.com

Greyscalegorilla.com

SchoolofMotion.com

RECOMMENDED READING

Design For Motion: Fundamentals and

Techniques for Motion Design

Austin Shaw. Focal Press. 2016.

Cinema 4D Apprentice. Trish and

Chris Meyer. Focal Press. 2016

COURSE DESCRIPTION

This course builds on motion graphics fundamentals covered in ANI 260: Motion Graphics. In 3D Motion Graphics, students will work to develop a better understanding of how to develop a distinct visual style in both personal work and in work for clients. The course also focuses on gaining familiarity with contemporary styles and trends in professional motion graphics, and an awareness of Chicago-based motion graphics production.

COURSE OBJECTIVES / LEARNING GOALS

Students should have a solid knowledge of the following subjects by the end of this course:

- **Typographic and Kinetic design for film, television, and digital media**
- **Presentation of data and information through 3D moving graphic design**
- **3D Motion Graphics industry pipeline and workflow practices.**

This course focuses on Maxon's Cinema 4D, an intuitive 3D package that is becoming the standard for 3D Motion Graphics work. The class will include demonstrations and workshops on the fundamentals of Cinema 4D and CINEWARE, a powerful bridge between After Effects and C4D. Tutorial topics will include: User Interface, Navigation, Modeling, Materials, Textures, Lighting, Camera Tracking, Rendering and Compositing. Examples of work done by industry professionals will be examined each week and some advanced features and C4D's use as a visual effects tool will be explored. An emphasis will be placed on connecting the fundamental principles of animation with the Cinema 4D/ After Effects workflow, to develop advanced motion graphics skills.

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GRADE BREAKDOWN

10pts Attendance & Participation

5pts Quickstart

10pts Project 1: Abstract Animations

20pts Project 2: 3D LOGOTYPE

10pts Project 3: 2D STYLE SPLINE ANIMATION

30pts Project 4: 3D STYLE FRAMES -PROTOTYPE

15pts FINAL PROJECT: EXQUISITE CORPSE

TOPICS COVERED

Navigation and Object Manipulation

Setting up Work for Motion Graphics Hierarchies
and Tags

Working with Splines

Mograph Objects, Effectors, Tags

Typography / MoText / Text Effects

Lighting for Motion Graphics

Materials for Motion Graphics (Editing/Applying)

Animation Timeline

Rendering and Compositing for Motion Graphics

PRESENTATIONS

2D Cel Shading

UV and Camera Mapping

Product Photography

Camera Animation

Graph Animation

Introduction to Dynamics

This class is project-based and work-intensive.

90% of your grade will be based on projects.

All assignments and grades will be listed on our Course Online site:

<https://d2l.depaul.edu>

All projects will be submitted for in-progress critiques. You will submit these through Vimeo so you need to register for an account. Final versions of projects need to be turned in as QuickTime movie files to D2L and uploaded to Vimeo.

The class Vimeo page can be found at: **<https://vimeo.com/groups/510252>**

MATERIALS

This class will involve a large amount of video editing and compositing.

Never trust that your work is safe on a lab computer! You need to develop safe work habits, so losing work will not be accepted as an excuse in this class. Therefore, you are required to purchase:

- A 2 or 4 GB (or larger) flash drive
- A portable external hard drive

PROJECT NAMING CONVENTIONS

Class_LastName_FirstName_ProjectName

Example: **ANI260_KalisChris_Project1.mov**

Failure to follow this format will result in an automatic 1 point deduction on the project

GRADING SCALE

A 100-93 EXCELLENT WORK

A- 92-90

B+ 89-97

B 86-83 ABOVE SATISFACTORY

B- 82-80

C+ 79-77

C 76-73 SATISFACTORY/GOOD

C- 72-70

D+ 69-67

D 66-63 UNSATISFACTORY

D- 62-60

F 61-0 SUBSTANTIALLY UNSATISFACTORY

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WEEK 1 / JANUARY 4

TOPICS:

Introduction and Syllabus Overview
Introduction to C4D Interface
Working with Splines

PROJECTS/ASSIGNMENTS:

ASSIGNMENT 1: Cinema 4D Quickstart (due at 9pm)

WEEK 2 / JANUARY 11

TOPICS:

Setting up Work for Motion Graphics
Typography / MoText / Text Effects

PROJECTS/ASSIGNMENTS:

PROJECT 1: ABSTRACT ANIMATIONS

WEEK 3 / JANUARY 18

TOPICS:

Introduction to Polygon Modeling
Mograph Objects, Effectors, Tags, Shaders

PROJECTS/ASSIGNMENTS:

PROJECT 1: ABSTRACT ANIMATIONS

WEEK 4 / JANUARY 5

TOPICS:

Animation Timeline
Mograph

PROJECTS/ASSIGNMENTS:

PROJECT 2: 3D LOGOTYPE

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WEEK 5 / FEBRUARY 1

TOPICS:

Texturing and Lighting
Compositing 3D Objects and Rendering
Sketch and Toon / Cel Shader

PROJECTS/ASSIGNMENTS:

PROJECT 3: 2D STYLE SPLINE ANIMATION

WEEK 6 / FEBRUARY 8

TOPICS:

Texturing and Lighting
Compositing 3D Objects and Rendering

PROJECTS/ASSIGNMENTS:

PROJECT 4: CREATIVE PITCH DECK

WEEK 7 / FEBRUARY 15

TOPICS:

Compositing 3D Objects and Rendering
UV and Camera Mapping

PROJECTS/ASSIGNMENTS:

PROJECT 4: CREATIVE PITCH DECK

WEEK 8 / FEBRUARY 22

TOPICS:

Product Photography / Placement
Sketch and Toon / 2D Cel Shading

PROJECTS/ASSIGNMENTS:

PROJECT 4: CREATIVE PITCH DECK

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WEEK 9 / MARCH 1

TOPICS:

Introduction to Dynamics
Graph Animation

PROJECTS/ASSIGNMENTS:

PROJECT 4: CREATIVE PITCH DECK DUE
FINAL PROJECT: EXQUISITE CORPSE

WEEK 10 / MARCH 8

TOPICS:

Camera Animation
Visualization and Compositing

PROJECTS/ASSIGNMENTS:

FINAL PROJECT: EXQUISITE CORPSE

WEEK 11 / MAR 13

TOPICS:

No Class Meeting

PROJECTS/ASSIGNMENTS:

FINAL PROJECT: EXQUISITE CORPSE

Due: March 13, 2017 6pm

Upload work to D2L

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EVALUATION OF PROJECTS:

THOUGHT / RESEARCH: This is the intellectual or conceptual component of a project. You might equate it with ‘art direction’ or ‘strategy’.

STRUCTURE / FORM / RHYTHM / TIME:

Your use of the basic ‘elements and principles of design as we say. How well you’ve managed to communicate the previous component. Sometimes we call these two aspects of our work: form and content.

CRAFT / DETAIL: Ability to follow project parameters and instructions. Attention to detail. Desire to have a clean edge, uniformity, clarity, and detail.

PROCESS / EFFORT / PROFESSIONALISM:

This is where we collect some aspects of our work that are perhaps a bit more intangible. Both ‘effort’ and ‘professionalism’ fall into this category. Your ability to show up to class on time, participate meaningfully in critiques, attempt things that seem beyond your reach, etc.

COURSE POLICIES

ATTITUDE

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.

CIVIL DISCOURSE

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.

CELL PHONES/ON CALL

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.

LATE PAPERS/PROJECTS

Late papers and projects are not accepted. If there is an emergency, proper documentation is required before the deadline.

ATTENDANCE

Students are expected to attend each class and to remain for the duration. Coming 15 minutes late or leaving 15 minutes early constitutes an absence for the student. Three absences for any reason, whether excused or not, may constitute failure for the course.

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 on D2L and sent via email.

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: cdm.depaul.edu/enrollment.

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 can complete the evaluation online in CampusConnect or alternatively, the instructor may select to provide in-class time for students to complete the evaluations.

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. Lewis Center 1420, 25 East Jackson Blvd. Phone number: (312)362-8002 | Fax: (312)362-6544 | TTY: (773)325-7296