

# ANI 463: 3D MOTION GRAPHICS

THURSDAYS 5:45 – 9:00PM

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

## PROFESSOR

Chris Kalis

## CONTACT

chris.kalis@depaul.edu  
Office 478, 4th Floor CDM

## SOFTWARE TRAINING

### **Lynda.com:**

[Cinema 4D R19 Essential Training:](#)  
[Motion Graphics with Andy Needham](#)

### **Greyscale Gorilla:**

[Intro to C4D- free online training course](#)

### **EyeDesyn:**

[Free Cinema 4D Tutorials](#)

### **School of Motion:**

[Free Motion Graphics Tutorials](#)

### **LesterBanks (blog)**

[Daily Tutorial Aggregate](#)

### **Mt. Mograph**

[Free Motion Graphics Tutorials](#)

### **HelloLuxe**

[Premium Cinema 4D Tutorials](#)

### **Cineversity**

[Subscription based Cinema 4D Tutorial site](#)

## COURSE DESCRIPTION

This course builds on motion graphics fundamentals covered in ANI 461 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 productions. Students will also give a 30 minute teaching presentation on an assigned topic.

## COURSE OBJECTIVES / LEARNING GOALS

Upon successful completion of this course, students will be able to:

- **Develop theoretical and practical skills to create motion design in 3D space.**
- **Describe the 3D Motion Graphics industry pipeline and workflow practices.**
- **Expand their knowledge and grow their sensitivity of animation and motion graphics and its underlying principles.**

## SOFTWARE

In this course we will focus on Maxon Cinema 4D for 3D Motion Design and use Adobe Creative Suite for design and compositing. You are welcome to use other 3D applications such as Maya or Blender. The class will include demonstrations and workshops on the fundamentals of Cinema 4D and CINEWARE, a powerful bridge between After Effects and C4D. 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.

## LABS

All PC labs in CDM have Cinema 4D but the only Mac labs that have it are Daley 210 and 513. You can check lab space availability here:

<https://www.cdm.depaul.edu/Current%20Students/Pages/Labs.aspx>

You can register to download a **Free Student Version of Cinema 4D** here:

<https://www.maxon.net/en-us/training/educational-solutions/educational-solutions/students/>

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## PROJECT BREAKDOWN

**10pts** Attendance & Discussion  
**5pts Project 1:** 3D Exquisite Countdown  
**10pts Project 2:** Brand Identity Bumper  
**10pts Project 3:** 3D to 2D Cel Animation  
**10pts Midterm:** Countdown Redux  
**15pts Project 4:** Mograph Music Loop  
**25pts Final Project:** Pitch Deck + Motion Test  
**15pts** Teaching Presentation

## 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

## GRADING/ EVALUATION

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 all of your work through the Submissions folder  
on the class d2L page.

## CRITERIA

**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.

## WINTER QUARTER DROP DATES

<https://academics.depaul.edu/calendar/Pages/default.aspx>

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**WEEK 1 / JANUARY 10**

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ASSIGNMENT

**Project 1** 3D Exquisite Countdown (Pairs)

LESSONS

*Interface Basics, Setting Keyframes,  
Basic Camera, Scene Object, Saving Video*

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**WEEK 2 / JANUARY 17**

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ASSIGNMENT

**Project 1** 3D Exquisite Countdown (Pairs)

ROUGH CUT CRITIQUE

**Project 2:** Brand Identity Bumper

ROUGH CUT DUE

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LESSONS

*Modeling Tips, Extruding,  
3D Typography, MoText,  
Projection Mapping*

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**WEEK 3 / JANUARY 24**

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ASSIGNMENT

**Project 2:** Brand Identity Bumper

FINAL CUT CRITIQUE

**Project 3:** 3D to 2D Cel Animation

CONCEPT AND STYLE FRAMES

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LESSONS

*Sketch and Toon, City Modeling  
Tunnel Animation, Wireframes*

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**WEEK 4 / JANUARY 31**

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ASSIGNMENT

**Project 3:** 3D to 2D Cel Animation

ROUGH CUT DUE

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LESSONS

*Sketch and Toon, Cel Shaders,  
TV Paint / After Effects Import*

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**WEEK 5 / FEBRUARY 7**

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**WEEK 6 / FEBRUARY 14**

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**WEEK 7 / FEBRUARY 21**

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**WEEK 8 / FEBRUARY 28**

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ASSIGNMENT

**Project 3:** 3D to 2D Cel Animation

FINAL CUT DUE

**Midterm:** Countdown Redux

WORK IN CLASS

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ASSIGNMENT

**Midterm:** Countdown Redux

FINAL CUT DUE

**Project 4:** Mograph Music Loop

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ASSIGNMENT

**Project 4:** Mograph Music Loop

ROUGH CUT CRITIQUE

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ASSIGNMENT

**Project 4:** Mograph Music Loop

FINAL CUT CRITIQUE

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**Final Project:** Pitch Deck + Motion Test

LESSONS

*Multi-Pass Rendering with CINEWARE*

GRADUATE TEACHING PRESENTATION #1

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LESSONS

*MoGraph + Effectors, Spline Animation*

*Simulation Tags*

GRADUATE TEACHING PRESENTATION #2

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LESSONS

*Cameras, Graph Editor, Snapping Tools*

GRADUATE TEACHING PRESENTATION #3

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LESSONS

*Multi Pass Rendering / Compositing,*

*Cameras*

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WEEK 9 / MARCH 7

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WEEK 10 / MARCH 14

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WEEK 11 / MARCH 21  
FINALS WEEK

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ASSIGNMENT

**Final Project:** Pitch Deck + Motion Test  
ROUGH FRAMES

LESSONS

*Multi Pass Rendering / Compositing*

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ASSIGNMENT

**Final Project:** Pitch Deck + Motion Test  
FINAL FRAMES /  
ROUGH MOTION TEST

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ASSIGNMENT

**NO CLASS MEETING**

DUE: Thursday March 21, 2019, 6pm

**Final Project:** Pitch Deck + Motion Test

**Deliver:** Final Cut with Sound, PDF with  
Pitch Materials, Style Frames, and  
Process Design Boards. Upload work to D2L

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## COURSE POLICIES

**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. The overall grade for participation drops one-third after any absence. Three absences for any reason, whether excused or not, may constitute failure for the course.

**CLASS DISCUSSION:** 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.

**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 unobtrusive manner. Out of respect to fellow students and the professor, texting/messaging 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.

### 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. Please see <https://resources.depaul.edu/teaching-commons/teaching/Pages/online-teaching-evaluations.aspx> for additional information.

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## **ACADEMIC INTEGRITY AND PLAGIARISM**

This course will be subject to the university's academic integrity policy. More information can be found at <https://resources.depaul.edu/teaching-commons/teaching/academic-integrity/Pages/default.aspx>.

## **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>

## **INCOMPLETE GRADES**

An incomplete grade is a special, temporary grade that may be assigned by an instructor when unforeseeable circumstances prevent a student from completing course requirements by the end of the term and when otherwise the student had a record of satisfactory progress in the course. All incomplete requests must be approved by the instructor of the course and a CDM Associate Dean. Only exceptions cases will receive such approval. Information about the Incomplete Grades policy can be found at <http://www.cdm.depaul.edu/Current%20Students/Pages/Grading-Policies.aspx>

## **STUDENTS WITH DISABILITIES**

Students seeking disability-related accommodations are required to register with DePaul's Center for Students with Disabilities (CSD) enabling them to access accommodations and support services to assist with their success. There are two office locations:

- **Loop Campus – Lewis Center #1420 – (312) 362-8002**
- **Lincoln Park Campus – Student Center #370 – (773) 325-1677**

Students who register with the Center for Students with Disabilities are also invited to contact Dr. Gergory Moorhead, Director of the Center, privately to discuss how he may assist in facilitating the accommodations to be used in a course. This is best done early in the term. The conversation will remain confidential to the extent possible. Please see <https://offices.depaul.edu/student-affairs/about/departments/Pages/csd.aspx> for Services and Contact Information.

## **PREFERRED NAME & GENDER PRONOUNS**

Professional courtesy and sensitivity are especially important with respect to individuals and topics dealing with differences of race, culture, religion, politics, sexual orientation, gender, gender variance, and nationalities. I will gladly honor your request to address you by an alternate name or gender pronoun. Please advise me of this preference early in the quarter so that I may make appropriate changes to my records. Please also note that students may choose to identify within the University community with a preferred first name that differs from their legal name and may also update their gender. The preferred first name will appear in University related systems and documents except where the use of the legal name is necessitated or required by University business or legal need. For more information and instructions on how to do so, please see the Student Preferred Name and Gender Policy at <http://policies.depaul.edu/policy/policy.aspx?pid=332>