

DePaul CDM – ANI 230-402
3D Modeling and Design

Fall quarter 2016

Tuesday & Thursday mornings from 11:50am –1:20pm

Room: CS&TC #722, Loop Campus

Instructor

Heinz Schuller – contact hschull@cdm.depaul.edu / 312-362-0037

Office Hours – Thursdays 1:30pm - 3:00pm in Room CDM 471

Course Description

Students will use computer modeling to explore the principles of 3-dimensional design. Projects involving object, character and architectural modeling will emphasize the aesthetic concepts of spatial proportion (scale, angle and position), silhouette, negative space, rhythm, balance, light/shadow and texture. Students will emerge with the ability to create well designed 3D models, and be familiar with the basics of polygonal modeling, texturing, lighting and rendering for animation, computer games and cinema.

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, lighting, texturing and rendering.
3. Understand the fundamentals of strong 3D design.

Recommended Texts:

Introducing Maya 2016 by Dariush Derakhshani

Publisher: Sybex

Reference Websites

Lynda.com tutorials - DePaul Login Portal

<https://d2l.depaul.edu/d2l/le/content/489335/viewContent/3095366/View>

also

www.autodesk.com

www.learning-maya.com

www.creativecrash.com

www.awn.com

www.animationlodge.blogspot.com

Course Management System & Class Work

Assignments must be handed in on time. On time means your work is submitted through D2L (Desire To Learn system) by the specified time. Work submitted after the deadline may receive partial credit or no credit at the instructor's discretion. Students who use lecture time to finish assignments the day they are due may forfeit the right to hand in that assignment. Class time is for working with the material at hand, not finishing late assignments. Assignment due dates and times will be indicated on D2L.

Attendance:

Students are expected to attend every class. We cover an enormous amount of material in every class, and missing even one can be a huge setback.

Three absences will result in the lowering of your final grade one full letter. **Any student missing 4 classes will be given a grade of "F" for the semester.**

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. A good portion of our class time will be spent doing hands on tutorials, screening films, and critiquing work. Lecture notes will not make up for these missed learning experiences.

You may not miss the final class critique. Doing so will equal an automatic one letter grade reduction of your final grade. If for some reason you cannot make this class contact your instructor BEFORE the class that you must miss. Excuses given after the fact will not be accepted.

Participation:

One of the best ways to learn in a classroom environment is through active participation in discussions and critiques. In general, we will be following a pattern of creating animation and then discussing it in critique in the following week. When I open up the floor for you to speak, please make the effort to voice your honest and constructive opinion. You are likely to find that this will greatly improve your overall learning process.

Critiques:

Unless I tell you otherwise, assigned work must be completed and submitted through D2L BEFORE class starts. This will keep us from wasting valuable class time. Handing in something unfinished is always much better than nothing at all. Due to the large size of our class, and the limited class time, not everyone's work will get a full review during class. If you'd like more feedback, arrange to discuss your work with me during my office hours. We will view and discuss everyone's final project during the last class.

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 un disruptive 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.

Important Dates:

Tuesday September 13, 2016 – Last day add (or swap) classes to AQ2016 Schedule

Tuesday September 20, 2016 – Last day to select pass/fail option

Tuesday September 20, 2016 - Last day to drop classes with no penalty

Wednesday September 21 2016 - Grades of "W" assigned for classes dropped on/after this day

Tuesday October 25, 2016 - Last Day to Withdraw from AQ2016 Classes

More calendar info can be found here: <https://www.depaul.edu/university-catalog/academic-handbooks/graduate/university-information/Pages/academic-calendar.aspx>

Class Schedule*

**NOTE: Details of activities and assignments are subject to updates and/or revisions on-going. I will notify you in class, but please check on-line for the latest syllabus when needed.*

Week 1:

Thursday September 8

Tuesday September 13

Week 2:

Thursday September 15

Tuesday September 20

Week 3:

Thursday September 22

Tuesday September 27

Week 4:

Thursday September 29

Tuesday October 4

Week 5:

Thursday October 6

Tuesday October 11

Week 6:

Thursday October 13

Tuesday October 18

Week 7:

Thursday October 20

Tuesday October 25

Week 8:

Thursday October 27

Tuesday November 1

Week 9:

Thursday November 3

Tuesday November 8

Week 10:

Thursday November 10

Tuesday November 15

Week 11:

FINAL EXAM/CRITIQUE: November 22, 2016, from 11:30 AM to 1:45 PM

Turning In Assignments:

All assignments handed in digitally must be in the following format (please note upper and lower case usage)

- o lastnameFirstname_projectname.extension
- o example: SchullerHeinz_projectOne.mb

Special Accommodations: If you have any special considerations please see the instructor so you can be accommodated.

Backing 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.

Maya features an 'incremental save' option – USE IT. Hardware or software failure is no excuse for academic or professional project failure. **Pro Tip:** Don't use a USB thumb drive as the only place to store your work, they inevitably will fail and result in tears. Make redundant copies across your home & school computers.

Grading

Your grade will depend on the following criteria:

- Meeting Project Deadlines: It is vital to have your work available for critique. Work unavailable for critique will be considered late and will not be accepted unless you are using your one “freebie.”
- Creativity and personal input into execution of project
- Coming prepared to class, including assigned reading and assignments
- Showing in-progress work, which can benefit from suggestions, rather than presenting entirely new work at critiques
- Effective visually aesthetic solutions to all problems assigned
- Taking initiative to work outside of class and research
- Hard work and sweat
- Participation in critiques and discussions

Grade/Score Ranges

	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

Grade A:

Not only did you successfully complete all assignments, you went above and beyond in working with your teammates and coming up with effective solutions.

Grade B:

You have successfully completed all assignments, contributed equitably to group projects, and you demonstrate a solid understanding of the class topics.

Grade C:

All work turned in.

Grade D:

Requirements for projects are only partially fulfilled.

Grade F:

Student fails to meet minimum course requirements.

Requesting an incomplete grade:

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 before the last day of the quarter before final exams. See:

<http://www.cdm.depaul.edu/Current%20Students/Pages/Grading-Policies.aspx>

Standards for Achievement

Students will be measured on the following criteria-

- Effective use of reference imagery

- Scene Design

- Lighting Creativity and Complexity

- Shader Creation

- Texture Creation

- UV Mapping Proficiency

- Aesthetic appeal of your artwork (this class will require you to excel as an artist, not simply understand how to operate a software package).

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 [CampusConnect](#).

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.

Statement on Academic Integrity and Plagiarism:

University guidelines on academic integrity and plagiarism can be found on the Web and in the Student Handbook and are hereby incorporated in this document. The following items are not intended to contradict the university guidelines, but to emphasize or explain areas of particular note for this course.

- Plagiarism applies to any sort of material used on the Web, including for example sound, graphics or images, as well as text.
- Students are responsible for insuring that they use material only with permission and that, when such permission is subject to giving credit, they credit sources appropriately.
- Students who use images, text, sound, trademarks, or other materials developed or owned by others without their permission can be held legally liable. "Academic use" is not a legal defense.
- DePaul University and the professor take no responsibility for any student's use of materials developed or owned by others without their permission.

Reuse of materials:

Anything developed or submitted for an employer or another course cannot be submitted for an assignment in this course without PRIOR permission of the instructor.

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://cdm.depaul.edu/enrollment>.

Notes regarding Class Participation:

Active class participation includes, among other things, on-time attendance, taking part in lecture discussions, asking meaningful questions, completing homework assignments on a timely basis, participating in the class, Blackboard discussion forums, and volunteering to demonstrate one's website or other sites of relevance to the class. Students will have the opportunity to complete a self-evaluation of their class participation, which will be considered (but will not be the sole determinant) when computing the class participation portion of their grade.

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