

DePaul CDM – ANI 337-501 / ANI 437-501

Environment Modeling

Winter quarter 2020-2021

Online - Asynchronous Section - **Instructional Videos Posted Very Monday**

Weekly Online Meeting (not mandatory) Wednesdays 1:30pm

Instructor

Heinz Schuller – contact hschulle@depaul.edu 312-362-0037

Office Hours – Weekly availability on Zoom, Discord TBA

Course Description

This course covers the planning, production and implementation of environment models for games. The term “environment model” includes landscape, exterior architecture, interior architecture, and both organic and man-made props. Topics include visual art direction, setting mood, developing narrative and cinematic lighting strategies. After creating assets in a modeling program, students will implement them in a game engine editor (Unity 3D Pro) to learn about game engine requirements, limitations and pipeline.

PREREQUISITE(S): ANI 230

Course Objectives

After completing this course, students will have:

1. Gain an understanding of how to develop visual design for outdoor and indoor environments.
2. Acquire practical modeling and texturing procedures for a range of environments and props.
3. Utilize basic exterior and interior cinematic lighting techniques
4. Hands-on experience planning, modeling, texturing and importing models into a game engine editor (Unity 3D Pro)

Recommended Texts (*not required*):

Digital Lighting & Rendering - by Jeremy Birn

New Riders; ISBN: 1562059548

Comment: Very solid overview of CG techniques not tied to a specific software package

The Visual Story - by Bruce Block

Focal Press; ISBN: 978-0-240-80779-9

Comment: Excellent overview of Cinematography

Important Dates:

Sunday, January 10 2021 – Last day add classes to WQ2021 Schedule (11:59pm Deadline)

Sunday, January 17 2021 - Last day to drop classes with no penalty

Monday, January 18 2021 - Grades of "W" assigned for classes dropped on/after this day

Sunday February 21 2021 - Last Day to Withdraw from WQ2020 Classes

More calendar info can be found at [this link](#).

Class Schedule - Zoom Meetings - Time Will Be Announced Weekly*

**NOTE: Details of activities and assignments are subject to updates and/or revisions on-going. I will notify you via e-mail, but please check D2L for the latest syllabus when needed.*

Week 1:

Wednesday January 6

Week 2:

Wednesday January 13

Week 3:

Wednesday January 20

Week 4:

Wednesday January 27

Week 5:

Wednesday February 3

Week 6:

Wednesday February 10

Week 7:

Wednesday February 17

Week 8:

Wednesday February 24

Week 9:

Wednesday March 3

Week 10:

Wednesday March 10

Week 11:

FINAL PROJECT DUE: Friday March 19

There is NO final exam for this course, just a final project due on the above date.

More final exam schedule info at [this link](#).

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. Assignment due dates and times will be indicated on D2L.

Attendance:

Students are expected to attend the on-line weekly Zoom sessions. Specific times & day will be announced on the first day of class.

The Zoom sessions are intended to provide additional information beyond the prerecorded lectures, as well as on-line art critiques and providing opportunities to ask questions. Office hours will take place immediately after the class session is finished.

Class Work

Assignments must be handed in on time. On time is submitted through D2L by the pre-determined 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 will 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.

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.

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. Maya features an 'incremental save' option – USE IT. Hardware or software failure is no excuse for academic or professional project failure .

Grading

This is a rough breakdown of how final grades will be calculated. This is subject to change at the instructor's discretion with notice:

- 10% - Participation, In-Progress Work, Energy & Attitude
- 65% - Projects & Homework
- 25% - Final Project

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-

- Following Directions and paying attention to Specifics
- Consistent use of Reference Imagery as a basis of design work
- Willingness to investigate problems, ask questions in pursuit of solutions
- Ability to utilize technical knowledge to create visually sound artwork
- Understanding and utilization of visual concepts like silhouette, repetition & variation
- Demonstrating knowledge and proficiency with the basic CG art pipeline
- Drawing upon their own backgrounds and experiences as inspiration

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.

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