

Instructor:

Krzysztof Pianko (he/him/his)

kpianko@depaul.edu

(Generally returned within 24 hours)

Office Hours:

Tuesday

3:00pm – 4:30pm

(email me to schedule a
Zoom meeting, or schedule
via BlueStar)

Course Type:

Lecture / Lab

with online videos and readings

Course Delivery:**D2L**

All course content will be posted
on D2L.

SOFTWARE TRAINING

[LinkedIn Learning](#)

**[Cinema 4D 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. Mograth](#)

[Free Motion Graphics Tutorials](#)

[HelloLuxx](#)

[Premium Cinema 4D Tutorials](#)

[Cineversity](#)

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

Course Overview:

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 design, animation and production principles. The course focuses on the fundamentals of 3D and how they are utilized for creation. 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.

Learning Outcomes (ANI 360):

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

- Technical / Animation principles in 3D
- Design and composition in 3D
- 3D motion graphics industry pipeline and workflow practices

Learning Outcomes (ANI 463):

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
- Visually dissect complex Motion Graphics pieces to their fundamental building blocks

Some projects may have different briefs, expectations, and delivery requirements for ANI 463 students

Software

In this course we will focus on **Maxon Cinema 4D S24 and Cinema 4D Lite R25** for 3D Motion Design and use Adobe Photoshop, Illustrator, After Effects, and/or Premiere for design and compositing. You are welcome to use incorporate other 3D applications such as Maya or Blender, however the focus will be on Cinema 4D and aspects of all assignments will require the use of this software. 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.

If you are new to the tools you will might want to consult the textbook as well as software tutorials on [LinkedIn Learning](#).

GRADE BREAKDOWN

Discussion Posts	10pts
Project 1A: 3D Geometric Composition	10pts
Project 1B: Animated Geometric Composition	10pts
Project 2A: Mograph / Triptych	10pts
Project 2B: Triptych Animated	10pts
Project 3: Text + Camera Animations	10pts
Project 4: Spine Driven Animation	10pts
Project 5: Noise Driven Animation	10pts
Final Project: Design Deck / Style Frames + Animation	20pts

All assignments and grades will be listed at:

<https://d2l.depaul.edu>

All projects will be submitted (for in-progress critiques.) Final versions of projects need to be turned in as QuickTime movie files to D2L

Project Naming Conventions

Follow these naming conventions for all projects in this course:

LastnameFirstname_ANI260_ProjectNumber.extension

Example: **PIANKOKRZYS_ANI360_Project1.mov**

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

File Size Conventions

Always check the size of your files before you upload to D2L.

Do Not Upload any files that are larger than 500MB.

Failure to comply with either naming conventions or file size limitations will result in 2-4 point deductions from your assignments/projects.

Grading Scale

A 93-100	Excellent work
A- 90-92	
B+ 87-89	
B 83-86	Above satisfactory
B- 80-82	
C+ 77-79	
C 73-76	Satisfactory/good
C- 70-72	
D+ 67-69	
D 63-66	Unsatisfactory
D- 60-62	
F 0-59	Substantially unsatisfactory

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:

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.

WEEK 1

Content + Critique

Assignments

Thursday, March 31st

Introduction, Welcome, Class Overview

Videos:

Motion Design Intro
- Industry Examples

Resources

Demos:

- Cinema4D navigation and overview
- Commander // Shift + C
- Animation principles and techniques
- Nulls and nesting / "Lights + Camera + Action"
- Key frames and graphs
- B/W // 0/1 // Normalization
- Display Tag
- Blocking and working in layers

Discussion Post #1 /

Provide 2 / 3 motion or studio references to discuss in class

Due Tuesday **4/6**

WEEK 2

Content + Critique

Assignments

Thursday, April 7th

Cinema4D Basics Part 01

Demos:

- Types of objects
- Point vs Line vs Poly vs Object vs Null vs Camera
- Concept of proceduralism
- Making parametric objects editable
- Generators vs Deformers
- Camera Object + Work + Stage
- Targets

Project 1A / 3D Geometric Composition

Due Tuesday **4/13**

WEEK 3

Content + Critique

Assignments

Thursday, April 14th

Cinema4D Basics Part 02

Demos:

- Materials / Principles
- STD / PBR / Uber
- Shading + Lighting / GI
- Global illumination IR vs QMC (Brute Force)
- HDRI + Default Light + Area Light
- 3 Point Lighting
- IPR
- Rendering
- Mattes / Passes
- Treatments

Project 1B / Animated Geometric Composition with cameras and lights

Due Tuesday **4/20**

WEEK 4

Content + Critique

Assignments

Thursday, April 21st

Intro to Mograph Pt01

Project 2A / 3D Mograph Composition /
Triptych

Demos:

- Cloner // Intro and overview
- Effectors
- Fields
- Killers and Scale
- Cloners and Color
- Animating colors vs Parameters
- Mo selection

Due Tuesday **4/27**

WEEK 5

Content + Critique

Assignments

Thursday, April 28th

Intro to Mograph Pt02

Project 2B / Triptych Animated

Demos:

- Field Compositing
- Clone Selection
- Clone Blending
- Fracture Object
- Deformers

Due Tuesday **5/4**

WEEK 6

Content + Critique

Assignments

Thursday, May 5th

Textures and Text

Project 3 // Text + Camera Animations

Demos:

- Creating Textures in C4D
- Using Textures to drive animation Working with Text

Due Tuesday **5/11**

WEEK 7

Content + Critique

Assignments

Thursday, May 12th

Spline Mechanics

Project 4 // Spine Driven Animation

Demos:

- The Importance of Splines
- Importing splines from AI
- C4D pathfinder
- Splines from Nulls
- Align to Spline
- How to make a line in C4D
- Spline as Deformer
- Spline as an Effector
- Spline as a Generator

Due Tuesday **4/18**

WEEK 8

Content + Critique

Assignments

Thursday, May 19th

Noises and Textures

Project 5 // Noise Driven Animation

Demos:

- Textures and Shaders
- Textures and Drivers
- Noises 2D
- Noises 3D

Due Tuesday **4/25**

WEEK 9

Content + Critique

Assignments

Thursday, May 26th

Dynamics

Project 6 // Final Project

Demos:

- HardBody
- SoftBody
- Cloth
- Spline
- Gravity
- Triggers
- Caching

Due Tuesday **6/1** (Round 1)

WEEK 10

Content + Critique

Assignments

Thursday, June 2nd

Working Session

Project 6 // Final Project

Due Tuesday **4/12** (Round 2)

Final Exam Week

Deliverables

Wednesday, March 16

**Project 06 / Final // Frames + Animation
Deliverables**

Due before midnight (D2L)

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>

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 class meeting. The professor will work with the Dean of Students Office to navigate such student issues.

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.

Changes to Syllabus

This syllabus is subject to change as necessary during the quarter. Depending on many variables outside of our control, the assignments projected for the term may require alteration or rescheduling. If a change occurs, it will be posted under Announcements in D2L. Please ensure that campus connect and D2L have your correct email address. Also, make sure you are receiving all notifications via D2L.

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 <https://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. Gregory 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**.

Winter Quarter Drop Dates

Please refer to this calendar:

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

Class Lectures and Links

In-class recordings, screenings, and lectures will be posted in modules to the CONTENT section of D2L on a week by week basis. Links for Demos relevant to the current course structure

Student Responsibilities

Complete all exercises, assignments, projects, and posts on time. Follow directions and read the project descriptions. If something is unclear to you, it is your responsibility to let me know. If you are having technical difficulties or can't make it to a class meeting for whatever reason, you should email me and let me know.

[LinkedIn Learning](#)

(Sign in with Organization Portal, then login with Campus Connect).

Cinema 4D, Cinema 4D Lite, Blender Training videos.

COVID-19 FAQs

DePaul University will continue to update their [COVID-19 Updates and Guidance page](#). Please visit that page for the most current information and a list of [university FAQ](#).

For more specific questions about CDM, check out this page for current info: [Frequently Asked Questions about COVID-19 & CDM](#).

Technical Assistance

If you're having any tech issues this quarter, please email scaavsupport@depaul.edu. This new resource is for general tech support and will serve as a unified point of contact for various issues. This includes any issues with installing or running the software.

This email address will be monitored during the following hours:

Monday - Friday:	8:30am – 8:30pm
Saturday:	10:00am – 6:00pm
Sunday:	12:00pm – 6:00pm

Zoom Link for class meetings will be posted in the News Section of D2L on days that we have online meetings.

Equipment

Please use the equipment you have. Specifics about using Adobe Creative Cloud will be posted on D2L. DePaul has closed labs and other facilities until further notice.

Software

CDM and DePaul Information Services are working to make sure students are able to access the same software that is available in CDM labs. [This spreadsheet](#) includes information about free downloads and requesting access to that software. We will continue to update the list with software as it becomes available. (via CDM)