

Sam Houston State University
College of Fine Arts and Mass Communication
Department of Art

ARTS 3343.01 CRN 80738 :: INTRO TO 3D COMPUTER ANIMATION [3 CREDIT HOURS]

FALL 2017 - Online Course

INSTRUCTOR

Edward Morin

Associate Professor

Computer Animation Program Coordinator

Department of Art

OFFICE HOURS (ART D-100): M-W 4-5pm, Friday - By Appointment Only

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COURSE DESCRIPTION

Basics of 3D Animation including 3D modeling techniques, key-framing and graph editing, shading, lighting and rendering.

COURSE PREREQUISITES

ARTS 1313 WASH | ARTS 1314 WASH | ARTS 1315 WASH

ARTS 1316 DRAWING 1

ARTS 1317 LIFE DRAWING I

ARTS 2313 FDA

COURSE OBJECTIVES

Upon the completion of this course, students should be able to demonstrate an introductory level understanding of the production pipeline for 3D Computer Animation. In order to facilitate this, students will complete exercises and create projects that should exhibit introductory level proficiencies in modeling, lighting, animation, and rendering techniques. Projects created in this course should also display that the student has explored 3D modeling and animation as an artistic and expressive medium.

REQUIRED RESOURCES

- THREE BUTTON MOUSE
- VIMEO ACCOUNT
- DROPBOX ACCOUNT
- SOFTWARE
 - Autodesk Account
 - Autodesk Maya 2016 Service Pack 6
 - Mental Ray for Maya 2016 Service Pack 6
 - Photoshop and After Effects

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CONTACT

- **DO NOT** call the Art Office for any reason if you need to contact me
- I would prefer that all correspondences be made via email (I check that more often than my phone)
- Only use your SAM email account to contact me, do not use a personal email account

COURSE OVERVIEW

Course Activities

Since this is an online course, we will not have specific meeting days and times. However, it is important to remember that if this were a face-to-face course, we would be meeting, over the next 15 weeks, 2 days a week, for 2 hours and 50 minutes each day. The face-to-face course would also include the expectation of additional work outside of regular class meetings. You will need to plan for an equal level of activity for this online course.

The course has been divided into separate Course Units, which can be found on Blackboard on the left sidebar under the heading "Course Content". Each Course Unit will include a series of video lectures focused on unit exercises and projects. Course video lectures will be available online and will accessible via Blackboard. The majority of the lectures are exercises that you will need to follow along with on your own computer. You will be expected to complete and submit work for these exercises.

Submission Of Work

Since this is an online course, you will be submitting exercises and projects online via Blackboard. Each Course Unit will have a forum for uploading files and posting links to videos you have created. Some units will have a separate submission forum for exercises and for projects. Depending on the unit, you may be making multiple submissions to a single forum. For example, you may be required to submit a work-in-progress and a final version of a project to a single forum. Specific guidelines for the submission of work are included at the unit level. In order to receive credit for your work, it is very important that you follow the exact submission guidelines.

Critiques

Instructor feedback on exercises and projects will be posted as a response to your forum submission thread. In a face-to-face class, students have the opportunity to hear feedback not only on their work, but also on the work of their peers. My use of forums for both submission and instructor feedback is intended to parallel this experience. Please keep in mind that the learning experience should not be limited to your own experience. By reviewing the work of your peers and instructor comments of that work, your learning of the material will be enhanced. For some projects, you will be required to provide your own individual feedback and critique of the work of your peers. This activity will also take place on the submission forums. Specific instructions on this procedure will be introduced throughout the course.

Questions About Course Material

In a face-to-face class, you would be able to ask questions during a scheduled class meeting. Since this is an online class you will not have this opportunity. In order to address this, each Course Unit will have a Q&A Forum for posting questions about lectures, exercises, and projects. Feel free to post questions regardless of day and time. I will do my best to answer them within 24 hours, however, this may not always be possible, so please allow me 48 hours to respond to questions posted during M-W. Questions posted Friday to Sunday may not be answered until following Monday.

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Course Schedule

The Course Schedule can be accessed via Blackboard on the left sidebar in the "Syllabus and Schedule" section under the heading "Course Information." It will list reminders on daily course activities including assigned lectures, studio activities, and due dates for exercises/projects. It will be regularly updated throughout the semester, and I will send you an announcement when updates to the Course Schedule have been made. I will also send weekly announcements that will include reminders on course activities including assigned lectures, studio activities, and due dates for exercises/projects.

Course Navigation

A video lecture describing navigating the course and accessing course content, can be accessed via Blackboard on the left sidebar in the "Course Introduction" section under the heading "Course Information."

Tips For Succeeding In This Course

- Make a schedule and stick to it. You should reserve at least 6 hours each week to complete the video lectures, exercises, and projects
- Give yourself plenty of time to completed the lectures, exercises, and projects
Do not be fooled by the duration of the lectures. If you see that a set of lectures covers a 2 hour period, do not give yourself only 2 hours to complete them. It typically takes students up to twice the time of the duration of the videos to complete them.
- Find a quiet place to work with no distractions. Having a designated place to work can help you get more done in less time. If working from home is too distracting, consider going to a library. FOCUS! FOCUS! FOCUS!
- Consider purchasing a second monitor. Having a second monitor to extend your workspace can make the production process more efficient, especially when working with multiple applications. For this course, a second monitor will allow you to work on the primary monitor while watching the videos on the secondary monitor.
- TAKE NOTES! When working with software that has procedures and steps that are repeated often, it can be useful to have a set notes to reference while you are working. Treat these videos like lectures in a face-to-face lecture class. For key-concepts, it is a good idea to include the video name and approximate time-code when taking notes.

GRADING POLICY

Your final grade will be weighted using the following ratios:

- Projects: 60%
- Exercises: 30%
- Class Participation: 10% [e.g participation in critiques and class discussions]

In this class 100-90=A, 89-80=B, 79-70=C, 69-60=D 59-0=F.

The grade of 'C' is considered **average**. If work meets the minimum stated requirements for the project, it will be considered average in terms of design, concept and craft. Work that exceeds that basic expectation will have points added and fall into the 'B' range. Exceptional work will earn an 'A'. Work that fails to meet the minimum criteria for the project will receive a non-passing grade ['D', or 'F']. Please note that a grade of a 'C' is considered as not being BFA quality work. You must have an ART GPA of a 3.0 in order to receive the BFA. You must also receive a 'C' or better in this course to advance in the program.

For Exercises, you will receive a numeric grade from 0-100 that will represent the level of completion. Grades for exercises will be posted, along with comments and feedback if needed, within 3 weekdays of the due date.

For Projects, you will receive a letter grade, which may include a "plus" or a "minus," for example: C+, B+, A-. This grading system will only apply to project grades, and not your final course grade. SHSU does not currently allow for "plus" and "minus" grades for the final course grades. Grades for projects will be posted within a week of the due date. For the projects, instructor feedback may will include comments and/or a short video critique of the work, which will be made available to you within a week of the project due date.

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MAKE UP POLICY

All work must be submitted on time in order to receive full credit. For exercises, no late submissions will be accepted. If the submitted exercise is incomplete, you will receive partial credit based upon the level of completion. For projects, I will give you ONE additional class day to submit work for reduced credit. After one additional class day, a 'B' is the highest mark the submission can receive: an 'A' would equal a 'B', a 'B' would equal a 'C', etc. If a project is not submitted after one additional class day, you will receive an 'F.' Under special circumstances, work may be turned in after the due date without penalty. Extra Credit work is not allowed.

TENTATIVE COURSE OUTLINE [subject to revision]

- **Weeks 1 – 4**
 - **Intro To Maya**
 - **Modeling Techniques**
 - **ELR Character Exercise**
- **Weeks 5 – 10**
 - **BioForms Modeling Project**
 - **House Modeling Project**
 - **Open Modeling Project**
- **Week 11**
 - **Intro to Lighting in Maya**
 - **Lighting the Modeling Projects**
- **Weeks 12 – 15**
 - **Animating in Maya**
 - **Toy Robot Project**
- **Finals Week – December 4 to December 7**

POLICIES REGARDING ACADEMIC DISHONESTY, STUDENTS WITH DISABILITIES, AND STUDENT ABSENCES ON RELIGIOUS HOLY DAYS CAN BE FOUND AT [HTTP://WWW.SHSU.EDU/SYLLABUS/](http://www.shsu.edu/syllabus/)

ACADEMIC DISHONESTY (ACADEMIC POLICY #810213)

All students are expected to engage in all academic pursuits in a manner that is above reproach. Students are expected to maintain honesty and integrity in the academic experiences both in and out of the classroom. Any student found guilty of dishonesty in any phase of academic work will be subject to disciplinary action. The University and its official representatives may initiate disciplinary proceedings against a student accused of any form of academic dishonesty including but not limited to, cheating on an examination or other academic work which is to be submitted, plagiarism, collusion and the abuse of resource materials. For a complete listing of the university policy, see: [Dean of Student's Office](#)

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STUDENTS WITH DISABILITIES POLICY
(ACADEMIC POLICY #811006)

It is the policy of Sam Houston State University that individuals otherwise qualified shall not be excluded, solely by reason of their disability, from participation in any academic program of the university. Further, they shall not be denied the benefits of these programs nor shall they be subjected to discrimination. Students with disabilities that might affect their academic performance should register with the Office of Services for Students with Disabilities located in the Lee Drain Annex (telephone 936-294-3512, TDD 936-294-3786, and e-mail disability@shsu.edu). They should then make arrangements with their individual instructors so that appropriate strategies can be considered and helpful procedures can be developed to ensure that participation and achievement opportunities are not impaired.

SHSU adheres to all applicable federal, state, and local laws, regulations, and guidelines with respect to providing reasonable accommodations for students with disabilities. If you have a disability that may affect adversely your work in this class, then I encourage you to register with the SHSU Services for Students with Disabilities and to talk with me about how I can best help you. All disclosures of disabilities will be kept strictly confidential. NOTE: No accommodation can be made until you register with the Services for Students with Disabilities.

For a complete listing of the university policy, see:
<http://www.shsu.edu/dotAsset/7ff819c3-39f3-491d-b688-db5a330ced92.pdf>

STUDENT ABSENCES ON RELIGIOUS HOLY DAYS POLICY
(ACADEMIC POLICY #861001)

Section 51.911(b) of the Texas Education Code requires that an institution of higher education excuse a student from attending classes or other required activities, including examinations, for the observance of a religious holy day, including travel for that purpose. Section 51.911 (a) (2) defines a religious holy day as: "a holy day observed by a religion whose places of worship are exempt from property taxation under Section 11.20...." A student whose absence is excused under this subsection may not be penalized for that absence and shall be allowed to take an examination or complete an assignment from which the student is excused within a reasonable time after the absence. University policy 861001 provides the procedures to be followed by the student and instructor. A student desiring to absent himself/herself from a scheduled class in order to observe (a) religious holy day(s) shall present to each instructor involved a written statement concerning the religious holy day(s). The instructor will complete a form notifying the student of a reasonable timeframe in which the missed assignments and/or examinations are to be completed. For a complete listing of the university policy, see: http://www.shsu.edu/~vaf_www/aps/documents/861001.pdf

VISITORS IN THE CLASSROOM

Only registered students may attend class. Exceptions can be made on a case-by-case basis by the professor. In all cases, visitors must not present a disruption to the class by their attendance. Students wishing to audit a class must apply to do so through the Registrar's Office.

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THE BFA REVIEW

The purpose of the BFA Review is to ensure that students have learned basic principles and techniques needed for advanced art courses.

All Art students must successfully complete all of the Art Foundation courses and the BFA Review before being accepted into a BFA program in Computer Animation, Photography, or Studio Art or Graphic Design. Graphic Design students must also pass a separate Graphic Design Review after the BFA Review.

The Art Foundation Courses are WASH, Drawing, and Foundations in Digital Art. (ARTS 1313, 1314, 1315, 1316, & 2313). Students must pass each course with a grade of C or higher to take the BFA Review and proceed to upper level courses.

The semester after all of the Foundation courses are complete, students must sign up for the BFA Review. Students should see an art advisor every semester to ensure they take the BFA Review on time. It should be taken the semester immediately following the completion of the Foundation Courses.

Students who do not pass the BFA Review may re-take it the following semester. Students who do not pass on the second attempt will not be allowed to continue as BFA majors, but may follow the degree plan for the BA in Art. Non-participation after signing up or being advised to sign up will count as a failure of that semester's review.

Graphic Design students must pass the BFA Review, complete Principles of Graphic Design (ARTS 2323) and participate in a BFA Review at the end of the semester that they are enrolled in Typography (ARTS 3322).

For more information on the BFA review see the Department of art web page:
<http://www.shsu.edu/academics/art/review/>

USE OF MOBILE TECHNOLOGIES AND SOCIAL MEDIA

Restrict use of mobile technologies and social media, incoming and outgoing, for emergency use only. You may use your allotted break time for non-emergency use of these media. Use of these media during testing, lectures, and critiques is strictly prohibited.

DEFACING UNIVERSITY PROPERTY

Defacing University property is prohibited by University policy. It is also a criminal offense. Students will be held responsible for the cost of damages to the facilities. Violations will be reported to University Police.

Students should not paint on concrete, asphalt, trees, sides of buildings, interior walls or floors of buildings, locker doors, etc. When using any kind of paint use a drop cloth or tarp to protect the surface from overspray.

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DEPARTMENT OF ART LAPTOP REQUIREMENT

Students in the Department of Art are required to own a laptop as specified by each BFA program. Macintosh laptops are strongly recommended and can be purchased at discounted rates for students. The specifications for each BFA program and links to the Apple Store can be found on the Department of Art website:

<http://www.shsu.edu/academics/art/resources/laptop-initiative.html>

Students will be required to have laptops and the Adobe Creative Suite software in art courses that require computers. Laptops must meet or exceed the specifications described and be capable of interfacing with Department printers and other peripheral devices.

**ACADEMIC GRIEVANCE PROCEDURES POLICY
(ACADEMIC POLICY # 861001)**

<http://www.shsu.edu/dotAsset/bb0d849d-6af2-4128-a9fa-f8c989138491.pdf>