DIGI 132	3D Design for Production I			
Fall Term 2014	**3D ANIMATION FOR FILM AND GAMES COURSE OUTLINE**			
Credits 3.0	Course Format: 4 lecture hours per week for 15 weeks			
Prerequisites	None			
Instructor	TBA	TBA@capilanou.ca	Office: BC2xx	Local: xxxx

SCHOOL OF MOTION PICTURE ARTS VISION STATEMENT

The School of Motion Picture Arts is dedicated to inspiring a new generation of independent Canadian filmmakers through the fostering and mentoring of emerging talent utilizing progressive learning environments and authentic production experiences, such that graduates make valued contributions to the global media culture.

MISSION STATEMENT

The program strives to provide a comprehensive artistic and technical education, preparing students in the art of animation and encouraging critical reflection, collaboration and professionalism. Through innovative teaching, local and international partnerships and the highest standards of artistic and academic excellence, the program seeks to ensure student success in creative careers within the animation industry.

COURSE OBJECTIVES

In this course students will compare and contrast industry approaches to designing and creating original 3D characters, props and environments for use in video games, television and film projects. Students will research, analyze and apply the fundamental techniques of modeling, sculpting, texturing, lighting and rendering in the creation of original 3D assets. Through reference and research, students will develop an appreciation for what makes an appealing 3D design suitable for use in a production pipeline.

COURSE STUDENT LEARNING OUTCOMES

Upon successful completion of this course, students will be able to:
● model, sculpt texture, shade and light assets for use in 3D animated productions;
● identify the role of a model, texture and lighting artist in animated productions;
● create characters, props and environments based on concept designs;
● identify and describe key artistic and technical traits of outstanding 3D assets;
● produce a body of work showcasing the student's abilities as a 3D artist.

REQUIRED TEXTS

Vaughn, William. *Digital Modeling .* New Riders, 2012. Print.
Yot, Richard. *Light for Visual Artists: Understanding & Using Light in Art & Design*. Laurence King Publishing, 2011. Print.

COURSE CONTENT

Weeks 1 – 2
Introduction to 3D modeling and texturing
● Introduction to the 3D artist's toolset
● Introduction to lighting and shading
● Overview of a production pipeline
● *Assignment 1 – Creating a 3D scene, due week 3*

Weeks 3 – 4

Creating props from design to a final rendered model
- 3D scene presentation and critique
- Modeling a prop
- Texturing a prop
- Lighting and shading a prop
- Introduction to rendering
- *Assignment 2 – Creating a 3D prop, due week 5*

Weeks 5 – 6

Creating and lighting a 3D environment
- 3D prop presentation and critique
- Modeling an environment
- Texturing and shading an environment
- Lighting and rendering an environment
- *Assignment 3 – Creating a 3D environment, due week 7*

Weeks 7 – 11

Character sculpting, texturing and shading
- 3D environment presentation and critique
- Introduction to organic modeling techniques
- Modeling a character
- Texturing a character
- Shading and lighting a character
- Intermediate rendering techniques
- *Assignment 4 – Final render of a complete character model, due week 12*

Weeks 12 – 15

3D Character Presentation and final critique
Group animated project from idea to final production
- *Term Project – Group animated production, due week 15*

EVALUATION PROFILE

Participation	15%
Assignment 1 – Creating a 3D scene	10%
Assignment 2 – Creating a 3D prop	10%
Assignment 3 – Creating a 3D environment	15%
Assignment 4 – Creating a 3D character	20%
Term project	30%
Total	100%

GRADING PROFILE

A+ 90-100	**A** 85-89	**A-** 80-84
B+ 77-79	**B** 73-76	**B-** 70-72
C+ 67-69	**C** 63-66	**C-** 60-62
D 50-59		
F 0-49		

Capilano University has policies on Academic Appeals (including appeal of final grades), Student Conduct, Cheating and Plagiarism, Academic Probation and other educational issues. These and other policies are available on the University website.

Professional Behaviour
Students must demonstrate a professional attitude and behaviour toward work, other students, guests and instructors. Each student should demonstrate reliability, respect for and co-operation with colleagues. A willingness to work calmly and courteously under difficult conditions as well as a determination to achieve first class work while meeting deadlines is necessary in this course. Students must have respect for equipment and systems and constructive response to criticism.

Attendance
Regular attendance is essential. Students who miss more than 20% of the course will not receive credit for the course. Attendance will be taken daily and will form part of the participation grade (see Evaluation Profile). Each student is responsible for the material covered and any work assigned in class. The instructor has no obligation to repeat material for students who missed class.

Punctuality
Punctuality is essential. Students more than 15 minutes late for class will be marked absent.

Participation
Students will be evaluated on the following aspects:
- Attendance of classes and labs
- Active engagement in class discussions and projects
- Knowledge of reading / assignments
- Frequency and quality of comments, questions and observations

Late Assignments
All assignments must be delivered at the place and time specified by the instructor. Late assignments will only be accepted if prior approval for a late submission date has been given by the instructor.

Submission of Late Assignments
Although late assignments will not be graded, all assignments must be submitted in order to receive a passing grade in the course.

Incomplete Grades
Grades of incomplete (I) will may be assigned in exceptional circumstances. If the date for the submission of incomplete assignments is not met, the grade will automatically revert to the grade based on the student's present achievements. In addition, the student concerned must submit a written request for approval by the instructor prior to the last regular class in the course.

Continuation Requirement
Students must successfully complete all 3D Animation courses in one term before continuing to the next term.

Emergency Procedures
Students should familiarize themselves with emergency procedures posted in the classroom.