

DIGI 232		3D Design for Production III		
Fall Term 2015	3D ANIMATION FOR FILM AND GAMES COURSE OUTLINE			
Credits 3.0	Course Format: 4 lecture hours per week for 15 weeks			
Prerequisites	DIGI 142 – 3D Design for Production II			
Instructor	TBA	TBA@capilano.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 refine their technical and artistic process in the creation of advanced 3D characters, props or environments. Students will choose a career path and develop the specialized skills necessary to be a proficient production artist in the film or game industries. The course will focus on the creation of an online portfolio that showcases the students' creative talent.

COURSE STUDENT LEARNING OUTCOMES

Upon successful completion of this course, students will be able to:

- create production quality assets with specific technical and artistic demands required for games, television and film;
- demonstrate originality, versatility and technical ability as a 3D artist;
- engage in constructive critique and evaluation of artistic and technical processes;
- collaborate with fellow artists in the creation of complex scenes and assets;
- produce a portfolio of original concept design work;
- create and maintain an online portfolio of related artwork.

REQUIRED TEXTS

Birn, Jeremy. *Digital Lighting and Rendering*. 3rd Ed. New Riders, 2013. Print.

Wissler, Virginia. *Illuminated Pixels: The Why, What, and How of Digital Lighting*. Cengage Learning PTR, 2012. Print.

COURSE CONTENT

Weeks 1 – 3

Advanced texturing techniques

- Production texturing techniques, styles and industry specializations
- Establishing a reusable texture and material library
- *Assignment 1 – Building a texture and material reference library, one per week for 15 weeks, due week 15.*

Weeks 4 – 6

Advanced modelling and sculpting techniques

- Digital sculpture as a concept design tool
- Working from reference concept designs
- *Assignment 2 – Create a complete 3D asset from reference concept art, due week 5.*

Weeks 7 – 11

Advanced shading and lighting

- Creation of complex materials and shaders
- Real time rendering solutions for games
- Model, texture, light and shade assets for real time rendering
- *Assignment 3 – Project based on industry specialization, due week 9.*

Weeks 12 – 15

Rendering and post production to assets

- Research and create an asset for use in an animated production
- Post production techniques for creating finished artwork
- *Assignment 4 – Project based on industry specialization, due week 15.*

EVALUATION PROFILE

Participation	15%
Assignment 1 – Material and texture library	15%
Assignment 2 – 3D asset from reference	20%
Assignment 3 – Industry specialization	25%
Assignment 4 – Industry specialization	25%
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		

OPERATIONAL DETAILS

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.