

3D Animation

Fall 2015

Pre-requisite: Digital Foundations

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Art and Art History Department

Office: Art Studio 110

Hours: By appointment only.

Course Description

This course will introduce students to the fundamental terminology, concepts, and techniques of creating computer generated 3D animation. Through various projects students will be introduced to the basics of animation concepts such as timing, weight, and anticipation, storyboarding, script writing and character development. These projects include the use of a variety of software, preproduction skills such as script writing, story boarding, audio recording/editing.

Students will be exposed to innovative work, be required to read relevant readings and produce digital works that will be created and distributed/exhibited/shared in the classroom. Students will discuss the cultural implications of this medium and develop the technical skills to explore it themselves.

Course Objectives

- *Demonstrate an understanding of 3D animation processes and tools from modeling, painting, animation and rendering of 3D models.
- *Demonstrate an understanding of digital film development processes and tools that are used from scripting to post effects and final output.
- *Produce conceptually interesting and formally compelling artwork.
- *Relate traditional mediums and technology to contemporary animation production.
- *Develop an awareness of artist working in the field.
- *Explain the purpose and significance of the chosen topic.
- *Understand the social, conceptual, and aesthetic concerns of 3D animation
- *Recognize characteristics, trends, and developments in 3D animation
- *Develop a heightened sense of individual, social and cultural awareness.
- * Create animation projects with digital media

Learning Outcomes

- *Acquire the basic skills and understanding of 3D animation.
- *Students demonstrate an understanding of tools and techniques used to create 3D animation.
- *Students gain ability to articulate 3D animation art through class exercises and large projects.
- *Explore exhibition possibilities, traditional screening, gallery installation, or web-based projects.

Requirements:

- General knowledge and ability to navigate computer's operating system.
- Software (Provided in Lab): Autodesk Maya & Mudbox, Adobe After Effects and Cinema 4D Lite

Materials

- Sketchbook dedicated only to this class 8x10" or larger.
- Colored Pencils (any brand 24ct or higher, even Crayola I don't care)
- Data storage device/external drive 100GB or higher
- Wacom Tablet
- 3 Button Mouse

Procedures

Through art making, readings, lectures, demonstrations, discussions, critiques and sketchbook assignments students will explore uses of 3D animation for art creation. Drawing, writing, and use of digital applications for animation production will be required during this course.

Course Themes and Content

Week 1: 3D Interface and Navigation

Week 2: Digital Imaging and Video

Week 3: Modeling

Week 5: Texting

Week 6: Character Rigging

Week7: Animation and Key frames

Week8: Compositing

Week10: Rendering and Output

Studio Projects

Project #1 Character Creation: Modeling and Texture

Project #2 Animation and Key frames

Project #3 Animation Short

Bibliography and Referential Readings:

-Adobe Premiere Classroom CC in a Book by Adobe Creative Team

-Adobe After Effects Classroom CC in a Book by Adobe Creative Team

-Introducing Autodesk Maya 2014 by Autodesk Official Press 2014

-The Animator's Survival Kit-Revised Edition: A Manual of Methods, Principles and Formulas for Classical, Computer Games, Stop Motion and Internet Animators by Richard Williams 2012

-3D Animation Essentials by Andy Beane 2012

Standards for Grading

Your performance and assignments will be graded upon evaluation in regards to the following questions:

- Does your work reflect significant studio time and evidence of labor?
- Are your assignments evident of the energy necessary to produce your best work?
- Did you work at the highest level of maturity, discipline and motivation?
- Did you complete all parts of your assignments by the due dates?
- Does your work show that you have fully comprehended and incorporated the material covered in class?
- Did you fully participate in class discussions?
- Have you missed enough class assignments/discussions to affect your grade?

Your goals in this class: (Criteria on which you will be judged)

* Challenge yourself and work hard.

* Set your expectations high. If you do not challenge your ability to create work you will weaken potential for finished work. There is nothing negative about working hard and reaching personal goals. Participate in online dialogue with the instructor and classmates about your assignments. This will enable you to acquire and articulate critical reasoning in regards to your own work and your peers work.

* Think outside of what is given to you. You will be given assignments with parameters in order achieve technical goals and have a basic understanding of conceptual reasoning. Do not think of these parameters as inhibitors. In the grand scheme of things the parameters are small and can potentially give much creative freedom if students push themselves to do so.

*Students will be allotted access to our Digital Hub if they are enrolled in this course

Digital Hub Hours:

Monday-Friday 9am-5pm

YOU WILL BE REQUIRED TO ACCESS THE LAB OUTSIDE OF CLASS HOURS. If you cannot commit to working in the lab outside of class for access to equipment and troubleshooting you should drop this class now.

The lab manager is Tony Lugo. He is here to help you with technical aspects of this class and assist the digital department in other ways. Please treat him with respect and make an appointment with him for certain projects if you will need his assistance for more than a 10 minute time frame. Make appointments for techniques like green screen or anything to do with camera operation.

THERE IS NO FOOD OR DRINK ALLOWED IN THE DIGITAL LAB EVER!!!!

Grading

Final Grade Scale:

A 94-100%
A- 90-93%
B+ 87-89%
B 83-86%
B- 80-83%

C+ 77-79%
C 73-76%
C- 70-72%
D 60-69%
F 0-59%

Course Justification:

3D Animation introduces students to fundamental terminology, concepts, and techniques of creating 3D computer generated animation. This is a foundation course for animation.