**Course Objectives:** This advanced course builds upon the modeling, animation and visual effects skills mastered in the 3D I and 3D II courses. Using the digital animation lab as a research and production studio, students walk through the 3D computer animation production cycle to produce a high-quality animation for portfolio and festival exhibition. Regularly scheduled class critiques and project analyses are used to direct students through the creative-research and production process. The course advances students’ knowledge of 3D modeling, animation, visual effects, and rendering practices using industry-standard hardware and software.

**Teaching Strategies:** Lectures, homework, class critiques, and final projects will serve as the framework for developing problem solving and creative skills. The major component of this course will be the execution of a final project utilizing the creative, conceptual, and technical skills explored in class.

**Grading Policy:**

<table>
<thead>
<tr>
<th>Component</th>
<th>Weight</th>
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</thead>
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<tr>
<td>Class participation and homework (including festival submission):</td>
<td>20%</td>
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<tr>
<td>Midterm critique, process book, and animatic:</td>
<td>25%</td>
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<tr>
<td>Final project, process books (digital and analogue):</td>
<td>55%</td>
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**Midterm Critique:** For the midterm critique, students are expected to develop and pitch an animation concept for their final project.

**Final Projects:** Final projects will be presented and critiqued at the end of the semester by screening your 30-120 second animation and reviewing your process books.

**Student Presentations:** Students will be scheduled once in the semester to briefly present a digital media art topic of their choice.

**Recommended Texts:**

- Shot by Shot by Steven Katz ISBN: 0941188108
- Digital Texturing & Painting by Owen Demers ISBN: 0735709181
- Maya Character Creation: Modeling and Animation Controls by Chris Maraffi ISBN: 0735713448

**Supplemental Readings:** Maya’s help documentation is an excellent reference and is accessible from each workstation using the F1 key or Help pull-down menu. These websites offer tips, discussion boards, tutorials, and downloads:


http://www.autodesk.com/education/free-software/maya

**Materials:** Mac compatible 3-button USB mouse, external HD, data discs or thumb-drive, and a 3-ring binder.

**Process Books:** Process books are used to archive and track the development of your work. All supporting materials should be kept as hard copies in a 3-ring binder and digitally scanned for projection during critiques. Supporting materials include abstracts, designs, sketches, storyboards, production pipelines, and references.

**Plagiarism:** Students submitting work that is not their own face penalties including failure of the course.

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**Shortened online version of course syllabus**