

**COMPUTER ANIMATION I**  
**Fall 2001**  
**Cognitive Science/HACU 174**  
**Adele Simmons Hall 126, MW 10:30 – 11:50 am**

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### **Course Catalog Description**

This course will introduce students to producing dynamic visual imagery with the tools and techniques of three-dimensional (3D) computer graphics. Readings and lectures will cover the theoretical foundations of the field, and the homework assignments will provide hands-on, project-based experience with production. The topics covered will include modeling (the building of 3D objects), shading (assignment of surface reflectance properties), animation (moving the objects over time), and lighting (placing and setting the properties of virtual light sources). Regular attendance is expected, and due to the large amount of material being covered, additional workshops outside of class may be scheduled. Familiarity with camera-based image production (photography, film/video), geometry, trigonometry, and Macintosh computers is a plus.

### **Texts**

The Art of 3-D Computer Animation and Imaging, 2<sup>nd</sup> edition, by Isaac Victor Kerlow. John Wiley & Sons, Inc., ISBN 0-471-36004-X. List price: \$59.99 (available at the Hampshire Bookstore).

*The Lightwave 6.5 User Manual*, available online in Adobe PDF format (see [www.lightwave6.com](http://www.lightwave6.com) or the instructor's web page).

### **Enrollment**

I will post a final list of the students in the class on my office door and on the class web page by **NOON on Friday, September 7<sup>th</sup>**.

**Computer Animation I (syllabus)  
Expectations for Evaluation**

**CS/HACU 174, Fall 2001**

***You will not receive an evaluation for the course if:***

- you ever fall behind by two assignments/projects,
- you fail to hand in all assignments/projects by the end of the term, or
- you miss more than 2 classes (tardiness of 10 minutes counts as an absence).

As long as none of the above apply, you will be evaluated (or graded, if 5-college) on the following criteria:

***Final project.*** The final project is the primary tool I will use to evaluate your engagement with the course material over the semester. It consists of more than just an animated piece. You will be expected to hand in a written treatment, storyboards, and other supporting materials in addition to your animation. The final project as a whole will be evaluated for timeliness, completeness, scope, and the degree to which you have made use of the tools and techniques covered during the semester.

***Other Assignments.*** Many smaller assignments will expose you to the tools and techniques of computer animation. Not only will they provide you with experience you'll need for your final project, but they are a way for me to gauge your mastery of the material as the semester progresses. Your portfolio of completed assignments will be evaluated as a whole with particularly strong or weak points highlighted in the evaluation. I will try to give feedback during the semester on all assignments that are handed in on-time.

***Regular attendance.*** The texts do not contain all of the material required for the course and thus doing the reading should not be considered a substitute for attending class. Roll will be taken at every class. Students that miss class are responsible for the material they missed and should follow-up with me or the other students to catch up.

***Reading.*** There are regular reading assignments. If it becomes clear in class discussions or from a surprise reading quiz that you are not doing the reading, such will be noted in your evaluation.

***Participation.*** You will be evaluated on the amount and quality of your participation in class. One form of this is speaking during class discussions and lectures, another is presenting in-progress project work to the class, and yet another is how you interact with others during in-class workshops.

***Other.*** I reserve the right to assign something that I haven't included in this syllabus. To be fair, I intend to make it clear when these things come up exactly how much weight they will be given in your evaluation.

**To earn 1/2 of a division I credit, Hampshire students must meet all of the above criteria for evaluation AND demonstrate a strong understanding of the course material over the entire term.** Feel free to check with me during the semester on your 1/2 division I status.