

Computer Animation I

(ART 397J) Spring 2007 Syllabus

revision date: 4/17/07 9:03 AM

| <u>Date</u> | <u>#</u> | <u>Class Topic</u> | <u>Due</u> | <u>Assigned</u> |
|-------------|----------|--|--|---|
| Mon Jan 29 | 1 | Intro, overview of the term. In-class screening of <i>Puppet</i> and discussion. | | Assignment 1 (pre-requisite), due Wednesday. |
| Wed Jan 31 | 2 | Geometry: single-skin modeling. Bay Raitt. Edge loops. Refining the cube. Introduce MEL and poly tools, etc. | Assignment 1 (pre-requisite) | Read “Digital Sculpture Techniques” by Bay Raitt. Assignment 2: single-skin poly model (due Mon Feb 12) |
| Mon Feb 5 | 3 | Geometry: single-skin modeling (continued) SCREENING: <i>La Migration Bigoudenn</i> | | Response Paper 1 (<i>La Migration Bigoudenn</i>) (due Wed) Watch animated GIFs on Bay’s website (ear and lizard head modeling) Work on assignment 2 |
| Wed Feb 7 | 4 | Geometry: single-skin modeling. (continued) | Response Paper 1 (<i>La Migration Bigoudenn</i>) | Finish assignment 2 for Monday |
| Mon Feb 12 | 5 | Articulation: bones, IK, and controls SCREENING: <i>Snack and Drink</i> | Assignment 2 (single-skin poly model) | Assignment 3: articulate the model (due Mon Feb 26) Response Paper 2 (<i>Snack and Drink</i>) (due Wed) |
| Wed Feb 14 | 6 | SNOW DAY (was going to be Articulation: bones, IK, and controls) | Response Paper 2 (<i>Snack and Drink</i>) | |

Computer Animation I

(ART 397J) Spring 2007 Syllabus

revision date: 4/17/07 9:03 AM

| <u>Date</u> | <u>#</u> | <u>Class Topic</u> | <u>Due</u> | <u>Assigned</u> |
|-------------|----------|---|---|--|
| Mon Feb 19 | - | NO CLASS (Presidents' Day) | | |
| Wed Feb 21 | 7 | Articulation: bones, IK, and controls (maybe constraints?) | | |
| Mon Feb 26 | 8 | Animation: the character SCREENING: <i>Maestro</i> | Assignment 3 (articulated model) | Assignment 4 (animated character) Response Paper 3 (<i>Maestro</i>) |
| Wed Feb 28 | 9 | Animation: the character | Response Paper 3 (<i>Maestro</i>) | |
| Mon Mar 5 | 10 | Shading: building complex shaders out of layers SCREENING: <i>Burning Safari</i> | Assignment 4 (animated character) playblast | Assignment 5 (shade and light) Response Paper 4 (<i>Burning Safari</i>) |
| Wed Mar 7 | 11 | Shading: building complex shaders out of layers | Response Paper 4 (<i>Burning Safari</i>) | |

Computer Animation I

(ART 397J) Spring 2007 Syllabus

revision date: 4/17/07 9:03 AM

| <u>Date</u> | <u>#</u> | <u>Class Topic</u> | <u>Due</u> | <u>Assigned</u> |
|-------------|----------|---|------------------------------------|------------------------------------|
| Mon Mar 12 | 12 | Shading: building complex shaders out of layers | | |
| Wed Mar 14 | 13 | Watch final HQ movies. Discuss final projects. | Assignment 5 (final HQ movies) | Think about your final projects. |
| Mon Mar 19 | - | NO CLASS (Spring Break) | | |
| Wed Mar 21 | - | NO CLASS (Spring Break) | | |
| Mon Mar 26 | 14 | Shading: 3D paint Animation: beginnings of dynamics | | Final Project proposal |
| Wed Mar 28 | 15 | Animation: dynamics (particles) SCREENING: <i>Gjenta</i> | Final Project proposal | Response Paper 5 (<i>Gjenta</i>) |
| Mon Apr 2 | 16 | Animation: dynamics (soft bodies, rigid bodies) | Response Paper 5 (<i>Gjenta</i>) | |

Computer Animation I

(ART 397J) Spring 2007 Syllabus

revision date: 4/17/07 9:03 AM

| <u>Date</u> | <u>#</u> | <u>Class Topic</u> | <u>Due</u> | <u>Assigned</u> |
|-------------|----------|--|---------------------------|-----------------|
| Wed Apr 4 | 17 | Animation: dynamics (dynamics baking, cloth, fluids) | | |
| Mon Apr 9 | 18 | Animation and Modeling: Full-body IK and subdivision surfaces | | |
| Wed Apr 11 | 19 | WIP review | Final Project Milestone 1 | |
| Mon Apr 16 | - | NO CLASS (Patriots' Day) | | |
| Tue Apr 17 | 20 | CLASS CANCELLED | | |
| Wed Apr 18 | 21 | Camera animation and configuration: Motion paths, depth of field, atmospheric perspective. Also, strategies for working with large scenes. | | |
| Mon Apr 23 | 22 | WIP review | Final Project Milestone 2 | |

Computer Animation I

(ART 397J) Spring 2007 Syllabus

revision date: 4/17/07 9:03 AM

| <u>Date</u> | <u>#</u> | <u>Class Topic</u> | <u>Due</u> | <u>Assigned</u> |
|-------------|----------|--|---------------------------|--|
| Wed Apr 25 | 23 | Lighting: HDRI, global illumination, rendering in passes and compositing, reflection mapping | | |
| Mon Apr 30 | 24 | Shading: custom contour lines versus Maya's toon shading. Also, more on character sets. | | |
| Wed May 2 | 25 | WIP review | Final Project Milestone 3 | |
| Mon May 7 | 26 | TBA | | |
| Wed May 9 | 27 | CLASS CANCELLED | | Go see "Towards <i>Tower 37</i> : A Director's Journey" in Hampden Gallery's Incubator Project space (noon-6pm). |
| Mon May 14 | 28 | Hand in and screen final projects. | Final Project FINAL | |