

# DIG6125C Digital Design & Visualization

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**Instructor**

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**Email**

Canvas Mail

**Office Location**

CSE 424

**Office Hours**

TBD

**Course Number**

DIG6125

**Semester/Year**

Fall 2023

**Course Credits**

3 credits

**Course Location**

Reality Lab

**Course Meeting Times**

T | Period 7

(1:55 PM - 2:45 PM)

R | Period 7 - 8

(1:55 PM - 3:50 PM)

**Course Description**

With the sudden rise of high-quality virtual reality hardware, virtual reality became a common tool that is changing the way people interact with the world. Knowing how this works will help to develop more useful VR experiences.

**Pre-Requisites**

Enrollment in the MA in DAS program or consent of instructor.

**Objectives: By the end of this course, students will be able to:**

- Understand the workflow of character development in Virtual Reality (VR).
- Create characters can be imported multiple platforms including VR and AR.
- Animate characters to be able to use for various interactions in VR environm
- Run VR applications on a smart phone, and most up to date VR hardware.

**Required Materials**

- UNITY 3D / UNREAL ENGINE 4 (OPTIONAL)
- Autodesk Maya 2024  
(Educational version is free for students) [DOWNLOAD](#)
- Adobe Photoshop CC
- Substance Painter

**Recommended Materials**

- Lynda.com, Online tutorial (*FREE access for UF students*)

# Course Schedule

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This schedule is only a guide and is subject to change. Unless otherwise indicated, assignments and readings are due the day they are listed on the syllabus, not the following day.

	Contents/Topic	Assignments/Quizzes
Week 1 Week 2	Overview of course and objectives <ul style="list-style-type: none"> <li>Organic modeling with 3D Scan</li> <li>Gathering references</li> </ul> Organic Painting Workshop <ul style="list-style-type: none"> <li>Unwrapping</li> </ul>	Assignment 1: Organic Modeling + Gathering references
Week 3 Week 4	Character Modeling Workshop (Cross Collaboration) <ul style="list-style-type: none"> <li>Character Modeling for VR/AR</li> </ul> Retopology practice/review <ul style="list-style-type: none"> <li>Character painting</li> <li>Complex UV</li> </ul>	Assignment 2: Character Development for AR/VR Part 1
Week 5 Week 6	Maya Hair system & detailing <ul style="list-style-type: none"> <li>Low Poly High Poly Hair System</li> <li>XGEN (Optional)</li> <li>Procedure Eyeball Painting</li> <li>Painting outfit</li> </ul>	Assignment 3: Character Development for AR/VR Part 2
Week 7	Rigging Workshop <ul style="list-style-type: none"> <li>Rigging basics</li> <li>Animation techniques vs Motion Capture</li> </ul>	Assignment 4: Character Rigging
Week 8 Week 9	Animation Workshop I <ul style="list-style-type: none"> <li>Animation Principle Review</li> <li>Looping Animation</li> <li>Animation for trigger</li> </ul>	Assignment 5: Walk/Run Cycle
Week 10	Animation Workshop II <ul style="list-style-type: none"> <li>Complex Animation</li> <li>Motion Capture (Rokoko)</li> </ul>	Assignment 6: Planning Sheet of "Pose to Pose"
Week 11 Week 12 Week 13	<b>Final Project Proposal</b> Animation Workshop <ul style="list-style-type: none"> <li>Advanced Body Movement</li> </ul>	
Week 14 Week 15	Animation Workshop I <ul style="list-style-type: none"> <li>Reviewing Progress</li> <li>Possible Collaboration with Entertainment Technology</li> </ul>	
Week 16	FINAL PROJECTS DUE Final movie file and project folder must be submitted by Due Date	Final Project Due!

Letter Grade	% Equivalency	GPA Equivalency
A	94 – 100%	4.0
A-	90 – 93%	3.67
B+	87 – 89%	3.33
B	84 – 86%	3.00
B-	80 – 83%	2.67
C+	77 – 79%	2.33
C	74 – 76%	2.00
C-	70 – 73%	1.67
D+	67 – 69%	1.33
D	64 – 66%	1.00
D-	60 – 63%	.67
E, I, NG, S-U, WF		0.00

More information on grades and grading policies is here:

<https://catalog.ufl.edu/UGRD/academic-regulations/grades-grading-policies/>

### Materials and Supply Fees

Material and supply and equipment use fee information is available from the academic departments or from the schedule of courses (Florida Statutes 1009.24). The total course fee for this class is \$0.00.

The total course fee for each course is listed on the UF Schedule of Courses. (<https://registrar.ufl.edu/soc/>).

## Course Policies

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### Attendance Policy, Class Expectations, and Make-Up Policy

You are expected to participate in all course assignments and submit all your work on time.

#### On Campus Students (F2F)

Attendance is mandatory. You are required to attend the class on time to receive full credit for attendance as well as participate in the class by asking questions, answering questions, or engaging in the media in other forms during the live class. Attendance and participation will be jointly graded on Canvas using the Attendance tool. By arriving on time to class you will receive 50% of your grade. By participating/engaging throughout that class, you will receive the other 50% of your grade for that day. If you arrive late to class you will not receive your initial 50% of your grade for that day.

#### Online Students (OA/OS)

The instructor is responsible for communicating the specific details of what percentage of your grade (if any) will be assigned to participation, and how class participation will be measured and graded. The UF Digital Worlds Institute is committed to the idea that regular student engagement is essential to successful scholastic achievement. No matter if the class is held in a traditional classroom, an online classroom, or a combination of the two, interaction with your peers and the instructor will empower you to greater achievement.

## LATE WORK

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Work submitted late will always be given partial credit, so turning in LATE work is always better than NOT turning in any assignments – which will always result in a zero for that task.

### Late Penalty

- Up to 12 hrs – 10%
- 12+ - 20% off

### Exceptions

- Medical issues with an official letter from the health care service.
- Other issues must be discussed ahead of time and granted a permit from the instructor.

## MAKE-UP POLICY

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In general, acceptable reasons for absence from or failure to participate in class include illness, serious family emergencies, special curricular requirements (e.g., judging trips, field trips, professional conferences), military obligation, severe weather conditions, religious holidays, and participation in official university activities such as music performances, athletic competition, or debate. Students must provide appropriate documentation in advance of the absence when possible. No documentation is needed for an absence due to religious observation.




**Students are responsible to contact the instructor if anything happens, and all the missing assignments must be discussed with the instructor.**

Requirements for class attendance and make-up exams, assignments, and other work in this course are consistent with university policies that can be found at: <https://catalog.ufl.edu/UGRD/academic-regulations/attendance-policies/>

### Course Modality

Course modality is the way in which a class is offered/delivered to students by the instructor. All students, regardless of the modality, will achieve the same learning objectives. Students can check their class schedules or reference the top of this syllabus to see the format(s) available for each of their individual classes. The modality of a course does not vary during a semester, and students are expected to adhere to the instructor-defined attendance guidelines for that format. Use the guide below to familiarize yourself with the various ways classes are offered at the Digital Worlds Institute.

*Know Your Course Modality*

		
<b>Face-to-Face (F2F)</b>	<b>Online Asynchronous (OA)</b>	<b>Online Synchronous (OS)</b>
Students attend class F2F in a classroom. Class sessions may be recorded for students to view later.	Students watch the posted recording of the class session or studio recording online at their convenience.	Students participate in a class in real-time through Zoom.
<b>Hybrid</b> refers to a course that is partially Face-to-Face (F2F) and Online Asynchronous (OA)		
In a <b>HyFlex Model</b> , students have the flexibility of moving across all three modalities as needed or desired.		

**Course Technology**

The students will be required to have access to and use a personal computer with access to the Internet. Word editing software will be required for written assignments.

The University of Florida and Digital Worlds requires that students have access to and ongoing use of a laptop/mobile computer for DIG courses in order to be able to function in the current learning environment. Digital Worlds requires each DAS major’s laptop computer to meet certain minimum specs for heavy graphics use, the requirements documented below must be met. <https://digitalworlds.ufl.edu/programs/ba-in-digital-arts-sciences/technology-requirements/>.

**Course Communications**

Students can communicate directly with the instructor regarding the course material through the course management system (CANVAS) using “Canvas Mail”.

**Course Recordings**

Our class sessions may be audio-visually recorded for students in the class to refer back and for enrolled students who are unable to attend live. Students who participate with their camera engaged or utilize a profile image are agreeing to have their video or image recorded. If you are unwilling to consent to have your profile or video image recorded, be sure to keep your camera off and do not use a profile image. Likewise, students who un-mute during class and participate orally are agreeing to have their voices recorded. If you are not willing to consent to have your voice recorded during class, you will need to keep your mute button activated and communicate exclusively using the "chat" feature, which allows students to type questions and comments live. The chat will not be recorded or shared. As in all courses, unauthorized recording and unauthorized sharing of recorded materials is prohibited.

**Creation of Original Content Ethics**

For original projects and all assignment deliverables, students should remember that representations of acts of violence, coarse and offensive language, sexual behavior, bodily function and ability, neurodiversity, and personal identity are likely to cause extreme audience response, regardless of the creator’s intentions. In

addition, the recreation of such actions and subjects for fictional purposes may unintentionally traumatize or negatively impact those who collaborate in the creation of the images. While the university encourages students to explore themes and tell stories that may include this difficult subject matter, they should be cautioned against modes or styles of representation that might be considered unnecessarily offensive or potentially triggering. Instructors, faculty, and university administrators reserve the right to not show or share any student work they feel is inappropriate for their classroom or for public exhibition, as there may be concerns about the impact of such work on the community. We encourage students to consult with their faculty when producing work that might be considered controversial, and to err on the side of being cautious when it comes to making decisions about a project's content - in other words, make the PG-13 version of your story, not the R version, and certainly not the "unrated" version. This is also to help students understand that most professional creative situations have strict guidelines and limitations on such content and how it is produced: your ability to tell stories effectively with "less" is a strong professional skill that will aid in the dissemination of your work to a broader audience.

### **Course Technology Support**

#### **Technology Support Center**

The [Technology Support Center](#) provides computer support for Digital Worlds students who access Zoom, lecture recordings, student equipment, facilities, and other technology-based resources.

<http://digitalworlds.ufl.edu/support>

For computer assistance related to Zoon, lecture recordings, student equipment, and facilities requests please email [support@digitalworlds.ufl.edu](mailto:support@digitalworlds.ufl.edu).

#### **UF Computing Help Desk**

For support related to account services, technical consulting, mobile device services, software services, administrative support, application support center, and learning support services, please contact the [UF Computing Help Desk](#) available 24 hours a day, 7 days a week at 352-392-4357 or [helpdesk@ufl.edu](mailto:helpdesk@ufl.edu).

### **University Policies**

#### **University Honesty Policy**

UF students are bound by The Honor Pledge which states, "We, the members of the University of Florida community, pledge to hold ourselves and our peers to the highest standards of honor and integrity by abiding by the Honor Code. On all work submitted for credit by students at the University of Florida, the following pledge is either required or implied: "On my honor, I have neither given nor received unauthorized aid in doing this assignment." The Honor Code (<https://www.dso.ufl.edu/sccr/process/student-conduct-honor-code>) specifies a number of behaviors that are in violation of this code and the possible sanctions. Furthermore, you are obligated to report any condition that facilitates academic misconduct to appropriate personnel. If you have any questions or concerns, please consult with the instructor or TAs in this class.

#### **Class Demeanor**

Students are expected to arrive to class on time and behave in a manner that is respectful to the instructor and to fellow students. Please avoid the use of cell phones and restrict eating to outside of the classroom. Opinions held by other students should be respected in discussion, and conversations that do not contribute to the discussion should be held at minimum, if at all.

#### **Students Requiring Accommodations**

Students with disabilities who experience learning barriers and would like to request academic accommodations should connect with the disability Resource Center by visiting <https://disability.ufl.edu/students/get-started/>. It

is important for students to share their accommodation letter with their instructor and discuss their access needs, as early as possible in the semester.

### **Netiquette Communication Courtesy**

All members of the class are expected to follow rules of common courtesy in all email messages, threaded discussions and chats, more information can be found at: <http://teach.ufl.edu/wp-content/uploads/2012/08/NetiquetteGuideforOnlineCourses.pdf>

### **Software Use**

All faculty, staff, and students of the University are required and expected to obey the laws and legal agreements governing software use. Failure to do so can lead to monetary damages and/or criminal penalties for the individual violator. Because such violations are also against University policies and rules, disciplinary action will be taken as appropriate. We, the members of the University of Florida community, pledge to uphold ourselves and our peers to the highest standards of honesty and integrity.

### **Student Privacy**

There are federal laws protecting your privacy with regards to grades earned in courses and on individual assignments. For more information, please see: <https://catalog.ufl.edu/UGRD/academic-regulations/ferpa-confidentiality-student-records/>

### **Course Evaluation**

Students are expected to provide professional and respectful feedback on the quality of instruction in this course by completing course evaluations online via GatorEvals. Guidance on how to give feedback in a professional and respectful manner is available at <https://gatorevals.aa.ufl.edu/students/>. Students will be notified when the evaluation period opens, and can complete evaluations through the email they receive from GatorEvals, in their Canvas course menu under GatorEvals, or via <https://ufl.bluera.com/ufl/>. Summaries of course evaluation results are available to students at <https://gatorevals.aa.ufl.edu/public-results/>

### **Campus and Academic Resources**

**U Matter, We Care:** If you or someone you know is in distress, please contact [umatter@ufl.edu](mailto:umatter@ufl.edu), 352-392-1575, or visit [U Matter, We Care website](#) to refer or report a concern and a team member will reach out to the student in distress.

**Counseling and Wellness Center:** [Visit the Counseling and Wellness Center website](#) or call 352-392-1575 for information on crisis services as well as non-crisis services.

**Student Health Care Center:** Call 352-392-1161 for 24/7 information to help you find the care you need, or [visit the Student Health Care Center website](#).

**University Police Department:** [Visit UF Police Department website](#) or call 352-392-1111 (or 9-1-1 for emergencies).

**UF Health Shands Emergency Room / Trauma Center:** For immediate medical care call 352-733-0111 or go to the emergency room at 1515 SW Archer Road, Gainesville, FL 32608; [Visit the UF Health Emergency Room and Trauma Center website](#).

**E-learning technical support:** Contact the [UF Computing Help Desk](#) at 352-392-4357 or via e-mail at [helpdesk@ufl.edu](mailto:helpdesk@ufl.edu).

**Career Connections Center:** Reitz Union Suite 1300, 352-392-1601. Career assistance and counseling services.

**Library Support:** Various ways to receive assistance with respect to using the libraries or finding resources.

**Teaching Center:** Broward Hall, 352-392-2010 or to make an appointment 352- 392-6420. General study skills and tutoring.

**Writing Studio:** 2215 Turlington Hall, 352-846-1138. Help brainstorming, formatting, and writing papers.

**Student Complaints On-Campus:** [Visit the Student Honor Code and Student Conduct Code webpage for more information.](#)

**Online Students Complaints:** [View the Distance Learning Student Complaint Process.](#)

Disclaimer: This syllabus represents the instructor's current plans and objectives. As we go through the semester, those plans may need to change to enhance the class learning opportunity. Such changes, communicated clearly, are not unusual and should be expected.