

ADVANCED DIGITAL ANIMATION TECHNIQUES (ADAT)

COURSE NUMBER: DIG4306C	CREDIT HOURS: 3.0
SEMESTER/YEAR: FALL 2016	CLASS LOCATION: OORC, NORMAN (NRG) 0120
	CLASS MEETING TIME(S): M 10:40-11:30/W 10:40-12:35
INSTRUCTOR: Seunghyuk Jang (Hyuk)	OFFICE LOCATION/HOURS: Thursday 4:00 – 5:00 pm / Office 116
	CONTACT EMAIL: Contact via Canvas Inbox
CONTACT PHONE: (352) 294-2000	COURSE WEBSITE: DIGITALWORLDS.UFL.EDU/PROGRAMS/BA-IN-DAS/

COURSE DESCRIPTION

This course focuses on advanced work in the practical principles and techniques of 3D software animation environments. Includes quad mesh design and editing for complex motions, shading techniques and lighting, different camera projection models, rendering techniques, and efficient use of GPU resources for photo realistic real-time 3D animation.

PREREQUISITE KNOWLEDGE AND SKILLS

DAR major and DIG 3305C with minimum grade of C or instructor permission.

PURPOSE OF COURSE

To familiarize students with the core skills used in the 3D Animation industry using an industry standard tool. Students will continue to gain practical experience through graph editing, timing, and spacing key frames. This course is intended to build upon the studies completed in 3D Digital Animation Techniques, which are applied to create more advanced animation projects.

COURSE GOALS AND/OR OBJECTIVES: By the end of this course, students will be able to:

1. Demonstrate a complete workflow for 3D character animation in film and game industry.
2. Articulate the differences between animation pipelines for films and for video games.
3. Create a simple dynamic simulation in Maya.
4. Create a key framed animation with a complex body motion.
5. Export game-biped animation for video games.

COURSE SCHEDULE:

The course incorporates lecture, in-class exercises and assignments to apply and reinforce skills learned. Additionally, students will be asked to participate in weekly online critiques to strengthen their skills in analysis and critical thinking. Individual assignments will be explained in detail as the course progresses.

The FINAL EXAM TIME SCHEDULED FOR THIS COURSE will be announced in advance of each semester by the University of Florida Registrar’s Office at <http://www.registrar.ufl.edu/soc/>

Final Presentation Date: December 7th (Wed)

Online students must write a review on the Canvas for receive the full points.

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Week	Topics	Assignments/Quizzes
1	<p>Course Objectives Overview of course and objectives</p> <p>Reviews from the introduction to 3D animation course</p> <ul style="list-style-type: none"> • Maya 2016 • Recommended reading • Online Help 	<p>Review the class lecture Be familiar with the new Maya interface</p> <p>Getting ready for the first assignment</p>
2	<p>Reviews on animation principles</p> <ul style="list-style-type: none"> • Timing • Spacing • Breakdowns • In-betweens 	Assignment 1: Motion Practice
3 Holiday (Monday)	<p>Reviews on Lip Sync</p> <ul style="list-style-type: none"> • Dialogue Animation • Face controls • Emotion study 	Assignment 2: Short Dialogue
4	<p>Game Biped Animation Part I</p> <ul style="list-style-type: none"> • Animations in game development • Looping animation 	Assignment 3: Create a looping stationary animation
5	<p>Game Biped Animation Part II</p> <ul style="list-style-type: none"> • Actions for interactions 	Assignment 4: Create an action move
6	<p>Animation with Paint Effects</p> <ul style="list-style-type: none"> • Organic Plant Animation 	Assignment 5: Time Lapse
7	<p>Liquid simulation Part I</p> <ul style="list-style-type: none"> • Basic fluid effects in Maya • Working with particles 	Assignment 6: Dynamic Simulation Part 1
8	<p>Liquid Simulation Part II</p> <ul style="list-style-type: none"> • Liquid simulation for realistic drinks 	Assignment 7: Dynamic Simulation Part 1
9	<p>Advanced Action Part I</p> <ul style="list-style-type: none"> • Blocking Stage • Draw a planning sheet 	Assignment 8: Advanced Movement
10	<p>Advanced Action Part II</p> <ul style="list-style-type: none"> • Adding in-betweens • Refining animation 	Assignment 9: Adding breakdowns
11	<p>Advanced Action Part III</p> <ul style="list-style-type: none"> • Rendering and Finalizing 	Assignment 10: Finish up and render

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12	Final Project Proposal	Assignment 11: Proposal Presentation (Online student need to record their presentation)
13	In-class Presentation	Assignment 12: Working on the Final Project
14	Staging for a short film <ul style="list-style-type: none"> • Stage setup for a final scene • Setup lights 	
15	Critics for the Final Project Progress	Online Students must submit their progress for the Final Project via Canvas as MP4/MOV format
16	FINAL PROJECTS DUE (Dec, 7 th) Final movie file and project folder must be submitted by Due	Final Project Due!

REQUIRED TEXTBOOKS AND SOFTWARE:

- Autodesk Maya 2016 (Educational version is free for students) [DOWNLOAD](#)
- Adobe Photoshop CS6/CC
- Adobe After Effects CS6/CC
- Webcam setup (ONLINE students only)
- Two-monitor setup for software instruction (ONLINE students only)
- Edited lectures will be available for your viewing within 24-48 hours after the end of the each of class meetings on Mon and Wed (ONLINE students only)

RECOMMENDED MATERIALS:

- Mastering Autodesk Maya 2016 : Autodesk Official Press by Todd Palamar
ISBN-13: 978-1119059820/ ISBN-10: 1119059828 Edition: 1st
Also View in Google Play
https://play.google.com/store/books/details/Todd_Palamar_Mastering_Autodesk_Maya_2016?id=A5YvCgAAQBAJ
And iTunes
<https://itunes.apple.com/us/book/mastering-autodesk-maya-2016/id1027638809?mt=11>
- Williams, Richard. *The Animator's Survival Kit--Revised Edition: A Manual of Methods, Principles and Formulas for Classical, Computer, Games, Stop Motion and Internet*. Faber & Faber, 2012.
Williams, Richard. *The Animator's Survival Kit App*:
<https://itunes.apple.com/us/app/the-animators-survival-kit/id627438690?mt=8>
- Lynda.com, Online tutorial (FREE access for UF students)

MATERIALS AND SUPPLIES FEES:

Material and supply fees are assessed for certain courses to offset the cost of materials or supply items consumed in the course of instruction. A list of [approved courses and fees](#) is published in the Schedule of Courses each semester. (UF-3.0374 Regulations of the University of Florida)

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 M&S for this class is \$54.26

EVALUATION OF GRADES

Assignment	Total Points	Percentage of Grade
Participation – Students are expected to actively participate in class discussions, both in class as well as in class online forums outside class meetings.	100	10%
Weekly Assignments – Weekly assignments are due the first session of each week unless otherwise noted. The work will be uploaded to CANVAS prior to the beginning of class otherwise the work will be considered late.	550	55%
Final Project – Final Project is the final result of the semester long effort in learning. It is expected that in this final project, students employ the principles and techniques they have learned during the semester.	350	35%

GRADING SCALE:

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/ugrad/current/regulations/info/grades.aspx>

COURSE POLICIES:

PARTICIPATION / ATTENDANCE POLICY

We value participation more than mere attendance. Each 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. Real Time [RT] interaction with your peers and the Instructor will empower you to greater achievement.

MAKE-UP POLICY

Presentations may not be presented late. Documented emergencies or medical situations may be the only accepted reasons for an excused absence on the day of a presentation.

COURSE TECHNOLOGY

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

COURSE COMMUNICATIONS

Students can communicate directly with the Instructor regarding the course material through the course management system (CANVAS).

UF POLICIES:

UNIVERSITY HONESTY POLICY

UF students are bound by The Honor Pledge that 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-conducthonor-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

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Students with disabilities requesting accommodations should first register with the Disability Resource Center (352-392-8565, www.dso.ufl.edu/drc/) by providing appropriate documentation. Once registered, students will receive an accommodation letter which must be presented to the instructor when requesting accommodation. Students with disabilities should follow this procedure 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>

VIDEO LECTURE CAPTURE

High-quality video lecture capture of this course is available only for enrolled students. These video captures are edited and posted within 24-48 hours of the class meeting for the benefit of the Your Own Time [YOT] students and to offer the potential for review by on-campus and Real Time [RT] on-line students. For the on-campus and RT students, watching lectures in lieu of attending and participating in class is NOT acceptable.

Your Instructor will provide you with this semester's login information during the first week of class. It is not permissible to share or distribute video login information to anyone other than officially enrolled students of this course. Lecture videos can be found at <https://vimeo.com/digitalworlds>.

ONLINE COURSE EVALUATIONS

Students are expected to provide feedback on the quality of instruction in this course by completing online evaluations at <https://evaluations.ufl.edu>. Evaluations are typically open during the last two or three weeks of the semester, but students will be given specific times when they are open. Summary results of these assessments are available to students at <https://evaluations.ufl.edu/results/>.

CAMPUS RESOURCES

HEALTH AND WELLNESS

U Matter, We Care

If you or a friend is in distress, please contact umatter@ufl.edu or 352 392- 1575 so that a team member can reach out to the student.

Counseling and Wellness Center

<http://www.counseling.ufl.edu/cwc/Default.aspx>, 392-1575; and the University Police Department: 392-1111 or 9-1-1 for emergencies.

Sexual Assault Recovery Services (SARS)
Student Health Care Center, 392-1161.

University Police Department, 392-1111 (or 9-1-1 for emergencies). <http://www.police.ufl.edu/>

ACADEMIC RESOURCES

E-learning technical support, 352-392-4357 (select option 2) or e-mail to Learning-support@ufl.edu. <https://lss.at.ufl.edu/help.shtml>.

Career Resource Center, Reitz Union, 392-1601. Career assistance and counseling. <http://www.crc.ufl.edu/>

Library Support, <http://cms.uflib.ufl.edu/ask>. Various ways to receive assistance with respect to using the libraries or finding resources.

Teaching Center, Broward Hall, 392-2010 or 392-6420. General study skills and tutoring. <http://teachingcenter.ufl.edu/>

Writing Studio, 302 Tigert Hall, 846-1138. Help brainstorming, formatting, and writing papers. <http://writing.ufl.edu/writing-studio/>

Student Complaints Campus:

https://www.dso.ufl.edu/documents/UF_Complaints_policy.pdf

On-Line Students Complaints:

<http://www.distance.ufl.edu/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.