COURSE COMMUNICATIONS: Students can communicate directly with the instructor regarding the course material in-class or through CANVAS. Students are also encouraged to post general questions to the discussion board through CANVAS, the course management system.

REQUIRED SOFTWARE AND TOOLS:
- 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.

RECOMMENDED TEXTS AND ONLINE RESOURCES:
- Mastering Autodesk Maya 2016 : Autodesk Official Press by Todd Palamar
  Also View in Google Play
  [https://play.google.com/store/books/details/Todd_Palamar_Mastering_Autodesk_Maya_2016?id=A5YvCgAAQBAJ](https://play.google.com/store/books/details/Todd_Palamar_Mastering_Autodesk_Maya_2016?id=A5YvCgAAQBAJ)
  And iTunes
- Lynda.com, Online tutorial (FREE access for UF students)

ADDITIONAL RESOURCES AND SUPPLEMENTAL READINGS:
- Introducing Autodesk Maya 2015 : Autodesk Official Press by Dariush Derakhshani

COURSE DESCRIPTION:
This course is designed to continue on the 3D animation techniques course. During the course of the semester, students will be practicing more key-frame based animation using latest Autodesk Maya along with advanced skills that will be covered in class. For the final project, each student will create a
short animated film, 30-60 seconds in length, through which they will learn the production process of animation including writing a treatment, storyboarding, and timing through animatic and final rendered animations.

**PREREQUISITE COURSE:** 3D Digital Animation Techniques (DIG3305C)

**PREREQUISITE KNOWLEDGE AND SKILLS:** Autodesk Maya 2014, Adobe Photoshop, After Effects

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

1. Understand the complete work-flow for creating 3D character animation short.
2. Understand differences between animation in films and games.
3. Understand basic liquid dynamic simulation work-flow
4. Create basic organic object animation.
5. Understand and create game-biped animation.

**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.isis.ufl.edu](http://www.isis.ufl.edu)

**Final Presentation Date: December 9th**

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

<table>
<thead>
<tr>
<th>Week</th>
<th>Class Topics + Objectives</th>
<th>Assignments + Readings</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Course Objectives</td>
<td>Review the class lecture</td>
</tr>
<tr>
<td></td>
<td>Overview of course and objectives</td>
<td>Be familiar with the new</td>
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<tr>
<td></td>
<td>Reviews from the introduction to 3D</td>
<td>Maya interface</td>
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<tr>
<td></td>
<td>animation course</td>
<td>Assignment 1: Mery</td>
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<tr>
<td></td>
<td>• Maya 2016</td>
<td>Project</td>
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<tr>
<td></td>
<td>• Recommended reading</td>
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<tr>
<td></td>
<td>• Online Help</td>
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<tr>
<td>2</td>
<td>Reviews on animation principles</td>
<td>Assignment 2: Motion</td>
</tr>
<tr>
<td></td>
<td>• Timing</td>
<td>Practice</td>
</tr>
<tr>
<td></td>
<td>• Spacing</td>
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<tr>
<td></td>
<td>• Breakdowns</td>
<td></td>
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<tr>
<td></td>
<td>• In-betweens</td>
<td></td>
</tr>
<tr>
<td>Week</td>
<td>Topic</td>
<td>Assignment</td>
</tr>
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<td>------</td>
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</tbody>
</table>
| 3 Holiday (Monday) | Reviews on Lip Sync  
• Dialogue Animation  
• Face controls  
• Emotion study | Assignment 3: Short Dialogue |
| 4 | Game Biped Animation Part I  
• Animations in game development  
• Looping animation | Assignment 4: Create a looping stationary animation |
| 5 | Game Biped Animation Part II  
• Actions for interactions | Assignment 5: Create an action move |
| 6 | Animation with Paint Effects  
• Organic Plant Animation | Assignment 6: Time Lapse |
| 7 | Liquid simulation Part I  
• Basic fluid effects in Maya  
• Working with particles | Assignment 7: Build a pond |
| 8 | Liquid Simulation Part II  
• Liquid simulation for realistic drinks | Assignment 8: Mix it up! |
| 9 | Advanced Action Part I  
• Complicated movement with an obstacle | Assignment 9: Advanced Move |
| 10 | Advanced Action Part II  
• Combining with dialogue | Assignment 10: Adding a lip sync |
| 11 | Advanced Action Part III | Assignment 11: Finish up the movement |
| 12 Holiday (Wed) | Final Project Proposal | Assignment 12: Proposal Presentation (Online student need to record their presentation) |
| 13 | In-class Presentation | Assignment 13: Working on the Final Project |
| 14 | Staging for a short film  
• Stage setup for a final scene  
• Setup lights | |
| 15 | In-class presentation 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**  
Final movie file and project folder must be submitted by Due | **Final Project Due!** |
EVALUATION OF GRADES

<table>
<thead>
<tr>
<th>Assignment</th>
<th>Percentage of Grade</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Class Attendance and Participation</strong> – Students are expected to actively participate in class discussions, both in class as well as in class online forum. Each student will be required to post a weekly critique of their classmates’ work on CANVAS. (Peer Reviews will be included here)</td>
<td>10%</td>
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<tr>
<td><strong>Weekly Assignments</strong> – 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.</td>
<td>55%</td>
</tr>
<tr>
<td><strong>Final Project</strong> – 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.</td>
<td>35%</td>
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</table>

GRADING SCALE:

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

More information on grades and grading policies is here: [https://catalog.ufl.edu/ugrad/current/regulations/info/grades.aspx](https://catalog.ufl.edu/ugrad/current/regulations/info/grades.aspx)

COURSE POLICIES:

**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 will class participation be measured and graded.
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.

UF POLICIES:

ACADEMIC INTEGRITY:
As a student at the University of Florida, you have committed yourself to uphold the Honor Code, which includes the following pledge: “We, the members of the University of Florida community, pledge to hold ourselves and our peers to the highest standards of honesty and integrity.” You are expected to exhibit behavior consistent with this commitment to the UF academic community, and on all work submitted for credit 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." It is assumed that you will complete all work independently in each course unless the instructor provides explicit permission for you to collaborate on course tasks (e.g. assignments, papers, quizzes, exams). Furthermore, as part of your obligation to uphold the Honor Code, you should report any condition that facilitates academic misconduct to appropriate personnel. It is your individual responsibility to know and comply with all university policies and procedures regarding academic integrity and the Student Honor Code. Violations of the Honor Code at the University of Florida will not be tolerated. Violations will be reported to the Dean of Students Office for consideration of disciplinary action. For more information regarding the Student Honor Code, please see: http://www.dso.ufl.edu/SCCR/honorcodes/honorcode.php

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.

UNIVERSITY POLICY ON ACCOMMODATING STUDENTS WITH DISABILITIES:
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.

UNIVERSITY POLICY ON ACADEMIC MISCONDUCT:
Academic honesty and integrity are fundamental values of the University community. Students should be sure that they understand the UF Student Honor Code at http://www.dso.ufl.edu/students.php.

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/docs/NetiquetteGuideforOnlineCourses.pdf

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/.

GETTING HELP

For issues with technical difficulties for E-learning in Canvas, please contact the UF Help Desk at:

- Learning-support@ufl.edu
- (352) 392-HELP - select option 2
- https://lss.at.ufl.edu/help.shtml

Any requests for make-ups due to technical issues MUST be accompanied by the ticket number received from LSS when the problem was reported to them. The ticket number will document the time and date of the problem. You MUST e-mail your instructor within 24 hours of the technical difficulty if you wish to request a make-up.

Other resources are available at http://www.distance.ufl.edu/getting-help for:

- Counseling and Wellness resources
- Disability resources
- Resources for handling student concerns and complaints
- Library Help Desk support

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.