

ADVANCED DIGITAL ANIMATION TECHNIQUES

INSTRUCTOR: Seunghyuk Jang (Hyuk)	Class location: NRG 0120
Semester/Year: FALL 2018	Class meeting time(s): M, P 4; W, P 4 - 5
OFFICE LOCATION/HOURS: NRG 118 TH 5 – 6 PM	CONTACT PHONE: (352) 294-2000
Credit Hours: 3.0	Course Number: DIG4306C
CONTACT EMAIL: CANVAS	COURSE COMMUNICATION: UF E-LEARNING

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 Canvas to receive full points

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>Game Biped Animation Part I</p> <ul style="list-style-type: none"> • Animations in game development • Looping animation 	Assignment 2: Create a looping stationary animation
4	<p>Game Biped Animation Part II</p> <ul style="list-style-type: none"> • Actions for interactions 	Assignment 3: Create an action move
5	<p>Reviews on Lip Sync</p> <ul style="list-style-type: none"> • Dialogue Animation • Face controls • Emotion study 	Assignment 4: Short Dialogue
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 2
9	<p>Dynamics</p> <ul style="list-style-type: none"> • Maya nCloth • Reviews/Critiques 	Assignment : Final project Treatment
10	<p>Advanced Action Part I</p> <ul style="list-style-type: none"> • Blocking Stage • Draw a planning sheet 	Assignment 8: Advanced Movement

11	Advanced Action Part II <ul style="list-style-type: none"> • Adding in-betweens • Refining animation 	Assignment 9: Adding breakdowns
12	Advanced Action Part III <ul style="list-style-type: none"> • Rendering and Finalizing • Getting ready for the Final Project • In-class Presentation 	Assignment 10: Finish up and render
13	Final Project Proposal Review	Assignment 11: 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:

1. Autodesk Maya 2016 (Educational version is free for students) [DOWNLOAD](#)
2. Adobe Photoshop CS6/CC
3. Adobe After Effects CS6/CC
4. Webcam setup (ONLINE students only)
5. Two-monitor setup for software instruction (ONLINE students only)
6. 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:

7. 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>

DIG4306C - ADVANCED DIGITAL ANIMATION TECHNIQUES

8. 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.
9. Williams, Richard. The Animator's Survival Kit App:
<https://itunes.apple.com/us/app/the-animators-survival-kit/id627438690?mt=8>
10. 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 \$0.00

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 – 59%	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 COMMUNICATIONS

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

COURSE TECHNOLOGY

The University of Florida and Digital Worlds requires that students have access to and on-going use of a laptop/mobile computer for DIG courses in order to be able to function in the current learning environment. Students are required to access electronic forms of information, submit assignments and communicate with other students and faculty electronically. DW requires each student's mobile computer to meet certain minimum specs for heavy graphics use, the requirements documented below must be met.

DW Computer Requirements

<http://digitalworlds.ufl.edu/programs/ba-in-digital-arts-sciences/new-student-buyers-guide/>

COURSE TECHNOLOGY SUPPORT:

The [Technology Support Center](http://digitalworlds.ufl.edu/support) provides computer support for Digital Worlds students who access Visimeet, lecture recordings, student equipment, facilities and other technology-based resources.
<http://digitalworlds.ufl.edu/support>

For computer assistance related to Visimeet, lecture recordings, student equipment, and facilities request please [Submit a Help Ticket](#) or email support@digitalworlds.ufl.edu.

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 Computer Help Desk](#) available 24 hours a day, 7 days a week at 352-392-4357 or helpdesk@ufl.edu.

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](#) 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 requesting accommodations should first register with the [Disability Resource Center](#) (352-392-8565) 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>

ONLINE COURSE EVALUATIONS

Students are expected to provide feedback on the quality of instruction in this course by completing [online evaluations](#). 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 [evaluation 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>

DIG4306C - ADVANCED DIGITAL ANIMATION TECHNIQUES

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.