

DIG4354C 3D CHARACTER ANIMATION

Instructor

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Email

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Office Location

NRG

Office Hours

TBD

Course Number

DIG4354C

Semester/Year

Fall 2020

Course Credits

3 credits

Course Location

ONL - Sync

Course Meeting Times

TUE Period 4

THURS Periods 4-5

Course Description

This course teaches students practical techniques for implementing three-dimensional digital character animations into digital animation. Students will develop skills in these advanced animation principles by learning and practicing character development, pipeline management, procedural framework simulation, and basic rigging. Students will also perform frame-by-frame studies of traditional and contemporary motion picture animation. By the end of the course, students will be able to fluently use both industry-standard and open-source tools to animate basic 3D object and 3D bipedal motion as well as perform key-framing in 3D.

Pre-Requisites

DIG 3313C, DIG 3305C, and DIG 4306C or Instructor Permission

Objectives: Through directed projects in each learning objective, students will be able to:

- Understand the general work-flow for creating 3D assets for film or game.
- Understand image sequences and post production process of 3D animation.
- Apply materials that control 3D surface appearance of digital objects.
- Create original digital 3D objects and animations
- Create/manage key frames for animated films

Required Materials

- Autodesk Maya 2020 Educational Version (Free for students) [DOWNLOAD](#)
- Adobe Photoshop CC
- Adobe After Effects CC
- Adobe Media Encoder
- Two-monitor setup (ONLINE students only)
- 9" x 12" Sketchbook
- 3 Button Mouse
- Quicktime

Recommended Materials

- Title
- Author
- Publication date and edition
- ISBN number

Course Schedule

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.

Week	Subject	Assignment/Quizzes	Assignments Due
Week 1	Overview of course and objectives Overview of materials and software <ul style="list-style-type: none"> ● Project formats and naming conventions ● Assessment of previous animations and establishing baseline fundamental development plans 	Assessment 1: Overlap and Follow Through with Character Animation Assign Project 1: “What’s in the Box?” Emotion Transition	P1 Checkpoint 1
Week 2	<ul style="list-style-type: none"> ● History of acting ● Story and character development basics for short films ● P1 Concept, Reference and Blocking Checkpoint 	Posing exercise 1 P1 Checkpoint 2	Assessment 1 Posing exercise 1 P1 Checkpoint 2
Week 3	<ul style="list-style-type: none"> ● Investigation into the 9 principles of acting ● P1 Spline Checkpoint 	P1 Checkpoint 3	P1 Checkpoint 3
Week 4	<ul style="list-style-type: none"> ● Laban Movement analysis ● P1 Animation Polish Checkpoint 	Assign Project 2: Character Animation Assignment 2 Posing exercise 2	Animation 1 P2 Checkpoint 1
Week 5	<ul style="list-style-type: none"> ● Cartoonish vs. Realistic Animation analysis ● P2 Concept, Reference and Blocking Checkpoint 		P2 Checkpoint 2 P2 Checkpoint 3 Posing exercise 2
Week 6	<ul style="list-style-type: none"> ● Shot composition for moving cameras ● P2 Spline Checkpoint 		P2 Checkpoint 4 P2 Checkpoint 5
Week 7	<ul style="list-style-type: none"> ● Character design edits for pre-rigged assets ● P2 Animation Polish Checkpoint 	Assign Project 3: Character Animation Assignment 3 Posing exercise 3	Animation 2 P3 Checkpoint 1
Week 8	<ul style="list-style-type: none"> ● Live action acting analysis ● Anatomy of the dramatic scene ● P3 Concept, Reference and Blocking Checkpoint Utilizing the Graph Editor ● Graph editor tangents 		P3 Checkpoint 2 P3 Checkpoint 3 Posing exercise 3
Week 9	<ul style="list-style-type: none"> ● Multiple character scene management techniques 		P3 Checkpoint 2 P3 Checkpoint 3

Week	Subject	Assignment/Quizzes	Assignments Due
	<ul style="list-style-type: none"> ● ATOM Import/Export ● P3 Spline Checkpoint 		Posing exercise 3
Week 10	<ul style="list-style-type: none"> ● Rigging fundamentals-Set Driven Keys ● P3 Animation Polish Checkpoint 	Assign Project 4: Character Animation Assignment 4 Posing exercise 4	P3 Checkpoint 4 Animation 2 P4 Checkpoint 1
Week 11	<ul style="list-style-type: none"> ● Rigging fundamentals continued - vertex deformations and joint chains ● P4 Concept, Reference and Blocking Checkpoint 		P4 Checkpoint 2 P4 Checkpoint 3 Posing exercise 4
Week 12	<ul style="list-style-type: none"> ● Rigging fundamentals continued – IK and IK Spline handles ● Lattice and cluster deformers ● P4 Animation Spline Checkpoint 		P4 Checkpoint 4 P4 Checkpoint 5
Week 13	<ul style="list-style-type: none"> ● Advanced rendering/compositing techniques ● P4 Animation Polish Checkpoint ● P5 Concept, Reference and Blocking Checkpoint 	Assign FINAL: Character Animation Assignment 5 Posing exercise 5	Animation 4 P5 Checkpoint 1
Week 14	<ul style="list-style-type: none"> ● Render farm basics ● Dynamic hair simulation ● P5 Animation Spline Checkpoint 		P5 Checkpoint 2 P5 Checkpoint 3 Posing exercise 5
Week 15	<ul style="list-style-type: none"> ● Editing video and sound for animation ● Foley sound fundamentals ● P5 Polish Checkpoint 		FINAL Checkpoint 4 P5 Final due
Week 16	Review finished animation (playblast) for final project		Due before exam week: Post mortem assessment

Evaluation of Grades

Assignment	Total Points	% 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 if they are taking the class asynchronously. Students will also be asked to provide feedback on Canvas through peer reviews throughout the semester.	100	10%
Assignment 1 What's in the Box? - Students will animate a character interacting with and opening a box. Particular attention will be paid to the physicality of the performance and the emotional responses of the character at the beginning, middle, and end of the piece.	100	13%

Assignment	Total Points	% of Grade
Assignment 2 Advanced Character/Camera Motion – Students will animate a moving camera following a character running/jumping through a scene using gymnastics or free-running as reference.	100	13%
Assignment 3 Realistic Dialogue – Students will animate a piece of dialogue with up to 2 characters utilizing acting principles with focus on realistic movement.	100	13%
Assignment 4 Cartoony Dialogue – Students will animate a piece of dialogue with up to 2 characters utilizing extreme exaggeration and motion with focus on arcs and solid posing.	100	13%
Assignments 5 – Students will animate a short story based on pre-recorded audio and finalize all components such as animation, texturing, lighting, and rendering.	100	13%
Final Project – This turn-in will be a fully rendered version of one of the 5 weekly projects with sound effects and title cards.	100	25%

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/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 Polices

Attendance Policy, Class Expectations, and Make-Up Policy

We value participation more than mere attendance. 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. Interaction with your peers and the instructor will empower you to greater achievement.

Attendance will be taken during class for synchronous students. Students will be allowed 3 absences before a 10 percent deduction in the participation grade will be incurred. Students are encouraged to communicate with the instructor about any potential missed classes and work to ensure that they understand the material during the missed class session.

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 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.

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. Digital Worlds requires each student's laptop computer to meet certain minimum specs for heavy graphics use, the requirements documented below must be met.

[DW 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.

Course Technology Support

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 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 Computing 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 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. [Click here to get started with the Disability Resource Center](#). 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:

<http://registrar.ufl.edu/catalog0910/policies/regulationferpa.html>

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. [Click here for guidance on how to give feedback in a professional and respectful manner](#). 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 ufl.bluera.com/ufl/. [Summaries of course evaluation results are available to students here](#).

Campus and Academic Resources

U Matter, We Care: If you or someone you know is in distress, please contact 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.

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](#).

On-Line 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.