

| COURSE OUTLINE  |  |                     |
|---|--|---------------------|
| <b>TERM: Spring 2023</b>                              | <b>COURSE NO: DIGI 243</b>                         |                     |
| <b>INSTRUCTOR:</b>                                    | <b>COURSE TITLE: Look Development and Lighting</b> |                     |
| <b>OFFICE: LOCAL:</b><br><b>E-MAIL: @capilanou.ca</b> | <b>SECTION NO(S):</b>                              | <b>CREDITS: 3.0</b> |
| <b>OFFICE HOURS:</b>                                  |  |                     |
| <b>COURSE WEBSITE:</b>                                |  |                     |

Capilano University acknowledges with respect the Lilwat7úl (Lil'wat), xʷmə ǀθkʷəyəm (Musqueam), shíshálh (Sechelt), Skw̓xwú7mesh (Squamish), and Səlílwətaʔ/Selilwitulh (Tsleil-Waututh) people on whose territories our campuses are located.

#### **COURSE FORMAT**

Four contact hours per week for 15 weeks

#### **COURSE PREREQUISITES**

DIGI 230 or DIGI 232

#### **CALENDAR DESCRIPTION**

Creation of a specific visual style is an integral part and the basis of all art direction in any animation, game or film project. This course focuses on industry techniques and approaches for creating realistic visual looks through a variety of technologies. Advanced shader creation, rendering and compositing techniques will aid students in the creation of a polished professional portfolio and demo reel.

#### **REQUIRED TEXTS AND/OR RESOURCES**

Birn, Jeremy. *Digital Lighting and Rendering* .3<sup>rd</sup> Ed. New Riders, 2013. Print.

Wissler, Virginia. *Illuminated Pixels: The Why, What, and How of Digital Lighting*. Cengage Learning PTR, 2012. Print.

#### **COURSE STUDENT LEARNING OUTCOMES**

**On successful completion of this course, students will be able to do the following:**

- develop an analytical approach to creating a visual style;
- disseminate a visual style into its constituent components and explain its effect on the viewer;
- create realistic representations of lighting conditions, surface properties and texture;
- manipulate lights, materials, and textures to visually describe a mood or setting;
- create variations of a visual style for presentation and critique.

## COURSE CONTENT

|                |   |
|----------------|---|
| <b>Week 1</b>  | Introduction<br>Light Type Review<br>Practical Lighting Environments<br>Ten Hours of Lighting -Skillup 1<br>Assignment 1 Visual Look Research       |
| <b>Week 2</b>  | Color Theory Review<br>Emotions of Light<br>Ten Hours of Lighting -Skillup 2  |
| <b>Week 3</b>  | Character Lighting<br>Skintastic time, fixing your rigs<br>Ten Hours of Lighting -Skillup 3   |
| <b>Week 4</b>  | Light Groups<br>Ten Hours of Lighting -Skillup 4<br>Introduction to Nuke  |
| <b>Week 5</b>  | Ten Hours of Lighting -Skillup 5<br>Nuke - Special effects Zdepth and Bokeh   |
| <b>Week 6</b>  | Photo Plate Integration<br>Building your own 360 Photosphere (HDRI)   |
| <b>Week 7</b>  | Assignment 3 - Look Development Backplate match   |
| <b>Week 8</b>  | AOVs<br>Ten Hours of Lighting -Skillup 6<br>Assignment 4 - Completing the shot<br>Reviewing Demo Reel Lighting                                      |
| <b>Week 9</b>  | Stylized Shaders<br>Ten Hours of Lighting -Skillup 7<br>Reviewing Demo Reel Lighting  |
| <b>Week 10</b> | Colorspaces<br>Rendering strategies<br>Assignment 5 - Tweaking the shot in post<br>Ten Hours of Lighting -Skillup 8<br>Reviewing Demo Reel Lighting |
| <b>Week 11</b> | Ten Hours of Lighting -Skillup 9<br>Advanced shading utilities<br>Reviewing Demo Reel Lighting  |
| <b>Week 12</b> | Ten Hours of Lighting -Skillup 10<br>Reviewing Demo Reel Lighting   |
| <b>Week 13</b> | Reviewing Demo Reel Lighting  |
| <b>Week 14</b> | Reviewing Demo Reel Lighting  |
| <b>Week 15</b> | Reviewing Demo Reel Lighting  |

**EVALUATION PROFILE**

|   |            |
|---|------------|
| Participation and Attendance                  | 10%        |
| Assignment 1 – Visual look research           | 10%        |
| Assignment 2 – Ten hours of one hour lighting | 20%        |
| Assignment 3 – Look development               | 15%        |
| Assignment 4 – Completing the shot            | 10%        |
| Assignment 5 – Tweak the shot in Post         | 10%        |
| <u>Term project – Demo reel</u>               | <u>25%</u> |
| Total   | 100%       |

**GRADING PROFILE**

|             |            |            |           |
|-------------|------------|------------|-----------|
| A+ = 90-100 | B+ = 77-79 | C+ = 67-69 | D = 50-59 |
| A = 85-89   | B = 73-76  | C = 63-66  | F = 0-49  |
| A- = 80-84  | B- = 70-72 | C- = 60-62 |           |

**Incomplete Grades**

Grades of Incomplete “I” are assigned only in exceptional circumstances when a student requests extra time to complete their coursework. Such agreements are made only at the request of the student, who is responsible to determine from the instructor the outstanding requirements of the course.

**Late Assignments**

All assignments must be delivered at the place and time specified by the instructor. Late assignments will only be accepted if prior approval for a late submission date has been given by the instructor. Although late assignments will not be graded, all assignments must be submitted in order to receive a passing grade in the course.

**Missed Exams/Quizzes/Labs etc.**

Make-up exams, quizzes and/or tests are given at the discretion of the instructor. They are generally given only in medical emergencies or severe personal crises. Some missed labs or other activities may not be able to be accommodated. Please consult with your instructor.

**Attendance**

Students are expected to attend all classes and associated activities. Students who miss more than 20% of the course will not receive credit for the course. Attendance will be taken daily and will form part of the participation grade (see Evaluation Profile)

**Participation**

Students will be evaluated on the following aspects:

- Attendance of classes and labs
- Active engagement in class discussions and projects
- Knowledge of readings and assignments

- Frequency and quality of comments, questions and observations.

### **English Usage**

Students are expected to proofread all written work for any grammatical, spelling and stylistic errors. Instructors may deduct marks for incorrect grammar and spelling in written assignments.

### **Electronic Devices**

Students may use electronic devices during class for note taking only.

### **On-line Communication**

Outside of the classroom, instructors will (if necessary) communicate with students using either their official Capilano University email or eLearn or Microsoft Teams. Please check all regularly. Official communication between Capilano University and students is delivered to students' Capilano University email addresses only.

## **UNIVERSITY OPERATIONAL DETAILS**

### **Tools for Success**

Many services are available to support student success for Capilano University students. A central navigation point for all services can be found at: <https://www.capilanou.ca/student-life/>

**Capilano University Security: download the [CapU Mobile Safety App](#)**

### **Policy Statement (S2009-06)**

Capilano University has policies on Academic Appeals (including appeal of final grade), Student Conduct, Academic Integrity, Academic Probation and other educational issues. These and other policies are available on the University website.

### **Academic Integrity (S2017-05)**

Any instance of academic dishonesty or breach of the standards of academic integrity is serious and students will be held accountable for their actions, whether acting alone or in a group. See policy and procedures S2017-05 Academic Integrity for more information: - <https://www.capilanou.ca/about-capu/governance/policies/>

Violations of academic integrity, including dishonesty in assignments, examinations, or other academic performances, are prohibited and will be handled in accordance with the Student Academic Integrity Procedures.

**Academic dishonesty** is any act that breaches one or more of the principles of academic integrity. Acts of academic dishonesty may include but are not limited to the following types:

**Cheating:** Using or providing unauthorized aids, assistance or materials while preparing or completing assessments, or when completing practical work (in clinical, practicum, or lab settings), including but not limited to the following:

- Copying or attempting to copy the work of another during an assessment;
- Communicating work to another student during an examination;

- Using unauthorized aids, notes, or electronic devices or means during an examination;
- Unauthorized possession of an assessment or answer key; and/or,
- Submitting of a substantially similar assessment by two or more students, except in the case where such submission is specifically authorized by the instructor.

**Fraud:** Creation or use of falsified documents.

**Misuse or misrepresentation of sources:** Presenting source material in such a way as to distort its original purpose or implication(s); misattributing words, ideas, etc. to someone other than the original source; misrepresenting or manipulating research findings or data; and/or suppressing aspects of findings or data in order to present conclusions in a light other than the research, taken as a whole, would support.

**Plagiarism:** Presenting or submitting, as one's own work, the research, words, ideas, artistic imagery, arguments, calculations, illustrations, or diagrams of another person or persons without explicit or accurate citation or credit.

**Self-Plagiarism:** Submitting one's own work for credit in more than one course without the permission of the instructors, or re-submitting work, in whole or in part, for which credit has already been granted without permission of the instructors.

**Prohibited Conduct:** The following are examples of other conduct specifically prohibited:

- Taking unauthorized possession of the work of another student (for example, intercepting and removing such work from a photocopier or printer, or collecting the graded work of another student from a stack of papers);
- Falsifying one's own and/or other students' attendance in a course;
- Impersonating or allowing the impersonation of an individual;
- Modifying a graded assessment then submitting it for re-grading; or,
- Assisting or attempting to assist another person to commit any breach of academic integrity.

### **Sexual Violence and Misconduct**

All Members of the University Community have the right to work, teach and study in an environment that is free from all forms of sexual violence and misconduct. Policy B401 defines sexual assault as follows:

Sexual assault is any form of sexual contact that occurs without ongoing and freely given consent, including the threat of sexual contact without consent. Sexual assault can be committed by a stranger, someone known to the survivor or an intimate partner.

Safety and security at the University are a priority and any form of sexual violence and misconduct will not be tolerated or condoned. The University expects all Students and Members of the University Community to abide by all laws and University policies, including B.401 Sexual Violence

and Misconduct Policy and B.401.1 Sexual Violence and Misconduct Procedure (found on Policy page <https://www.capilanou.ca/about-capu/governance/policies/>)

**Emergencies:** Students are expected to familiarise themselves with the emergency policies where appropriate and the emergency procedures posted on the wall of the classroom.

## **DEPARTMENT OR PROGRAM OPERATIONAL DETAILS**

3D lab hours are offered outside of class times throughout the year. They are an opportunity for students to work one on one with qualified individuals to sort through exercises, assignments and projects that arise as a result of class deliverables. While attendance is not mandatory, there is a departmental expectation that students attend as many labs as they can in order to maximize learning opportunities.

### **Continuation Requirement**

Students must successfully complete all DIGI courses in one term before continuing to the next term.

### **Punctuality**

Punctuality is essential. Students more than 15 minutes late for class will be marked absent.

### **Professional Behaviour**

Students must demonstrate a professional attitude and behaviour toward work, other students, guests and instructors. Each student should demonstrate reliability, respect for and co-operation with colleagues. A willingness to work calmly and courteously under difficult conditions as well as a determination to achieve first class work while meeting deadlines is necessary in this course. Students must have respect for equipment and systems and constructive response to criticism.