

DIGI 230		3D Animation III		
Fall Term 2015	<b>3D ANIMATION FOR FILM AND GAMES COURSE OUTLINE</b>			
Credits 4.5	Course Format: 6 lecture hours per week for 15 weeks			
Prerequisites	DIGI 140 – 3D Animation II			
Instructor	TBA	TBA@capilano.ca	Office: BC2xx	Local: xxxx

## SCHOOL OF MOTION PICTURE ARTS VISION STATEMENT

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The School of Motion Picture Arts is dedicated to inspiring a new generation of independent Canadian filmmakers through the fostering and mentoring of emerging talent utilizing progressive learning environments and authentic production experiences, such that graduates make valued contributions to the global media culture.

## MISSION STATEMENT

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The program strives to provide a comprehensive artistic and technical education, preparing students in the art of animation and encouraging critical reflection, collaboration and professionalism. Through innovative teaching, local and international partnerships and the highest standards of artistic and academic excellence, the program seeks to ensure student success in creative careers within the animation industry.

## COURSE OBJECTIVES

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This course will refine a student's acting, posing and animation appeal to bring entertaining characters to life. Students will learn to define the subtle nuances of character animation while managing scenes with increased complexity and detail. Students will gain valuable experience animating physically realistic creatures in motion.

## COURSE STUDENT LEARNING OUTCOMES

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Upon successful completion of this course, students will be able to:

- analyze and animate the physical motion of quadruped creatures;
- apply a professional level of polish to animated scenes;
- integrate motion capture technology in the creation of animated scenes;
- develop approaches to adding dynamic simulations to animated scenes;
- use animation skills and techniques creatively and efficiently in a production setting;
- complete an animation portfolio showcasing their advanced animation abilities.

## REQUIRED TEXTS AND MATERIALS

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Osipa, Jason. *Stop Staring: Facial Modeling and Animation Done Right*. Sybex, 2003. Print.  
Williams, Richard. *The Animator's Survival Kit*. 2nd ed. Faber & Faber, 2012. Print.

## COURSE CONTENT

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### Weeks 1 - 3

Creature animation

- Animal anatomy and movement
- Gathering and cataloging appropriate reference materials
- Quadruped animation cycles
- *Assignment 1 - Animate a quadrupedal character, due week 4.*

### Weeks 4 - 5

Animation of birds and winged creatures

- Physical motion of winged creatures
- Compare and contrast flapping motion in bats, birds, and insects
- Flocking and swarming behaviors
- *Assignment 2 - Animate a bird or insect in motion, due week 6.*

### Week 6

Advanced animation project

- Comparing and contrasting examples of good and bad animation demo reels
- Entertaining animation ideas
- Critical path creation, task breakdown and project scheduling
- *Assignment 3 - Personal animation project, due week 11.*

### Week 7

Serpentine and slithering characters in animation

- Animation methods used to animate snakes, worms and slithering creatures

### Week 8

Assignment 3 project review and critique

Sea creatures in animation

- Tentacle animation
- Animation methods for sharks, whales, dolphins and fish

### Weeks 9 - 11

Assignment 3 project review and critique

Motion capture in animation

- Capabilities and uses of motion capture in animated productions
- Applying motion capture data to characters
- Cleaning, processing and parsing motion capture data

### Weeks 12 - 15

Group animated project from idea to final production

- *Term project – Group animated production, due week 15.*

## EVALUATION PROFILE

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Participation	15%
Assignment 1 – Quadruped character	15%
Assignment 2 – Bird or insect	10%
Assignment 3 – Personal project	30%
Term project	30%
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Total	100%

## GRADING PROFILE

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

## OPERATIONAL DETAILS

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

### **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.

### **Attendance**

Regular attendance is essential. 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). Each student is responsible for the material covered and any work assigned in class. The instructor has no obligation to repeat material for students who missed class.

### **Punctuality**

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

### **Participation**

Students will be evaluated on the following aspects:

- Attendance of classes and labs
- Active engagement in class discussions and projects
- Knowledge of reading / assignments
- Frequency and quality of comments, questions and observations

### **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.

### **Submission of Late Assignments**

Although late assignments will not be graded, all assignments must be submitted in order to receive a passing grade in the course.

### **Incomplete Grades**

Grades of incomplete (I) will may be assigned in exceptional circumstances. If the date for the submission of incomplete assignments is not met, the grade will automatically revert to the grade based on the student's present achievements. In addition, the student concerned must submit a written request for approval by the instructor prior to the last regular class in the course.

### **Continuation Requirement**

Students must successfully complete all 3D Animation courses in one term before continuing to the next term.

### **Emergency Procedures**

Students should familiarize themselves with emergency procedures posted in the classroom.