

<b>DIGI 243 Look Development and Lighting</b>				
Spring Term 2016	<b>3D ANIMATION FOR FILM AND GAMES COURSE OUTLINE</b>			
Credits 3.0	Course Format: 4 lecture hours per week for 15 weeks			
Prerequisites	DIGI 232 – 3D Design for Production III			
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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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.

## COURSE STUDENT LEARNING OUTCOMES

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

- 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.

## REQUIRED TEXTS

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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 CONTENT

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### Week 1

Introduction to look development

- Finding and organizing reference
- Challenges in look development
- Practical light, color and shadow
- *Assignment 1 – Research a visual look from a production of choice, due week 3.*

### **Weeks 2 – 3**

The role of lighting

- Analyzing lighting reference
- Real world lighting conditions
- Learning to manipulate and paint with light
- *Assignment 2 – Create three different lighting styles, due week 4.*

### **Weeks 4 – 5**

Shading and texturing

- Controlling the look of material and surface properties
- Creating real world materials
- Texturing variations
- *Assignment 3 – Material and texture studies, due week 6.*

### **Weeks 6 – 8**

Visual style and experimentation

- Manipulating and enhancing reality
- Exaggeration and emphasis
- Compositing for 3D artists
- Non-photorealistic look development
- *Assignment 4 – Look development and compositing, due week 9.*

### **Weeks 9 – 11**

Rendering and compositing

- Multichannel rendering
- Compositing and colour grading
- Creating look variations in post-production
- Post production editing of demo reel
- *Assignment 5 – Look development variations, due week 12.*

### **Weeks 12 – 15**

Final Project

- Post production editing of demo reel
- *Term project - Demo reel, due week 15.*

## **EVALUATION PROFILE**

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Participation	15%
Assignment 1 – Visual look research	10%
Assignment 2 – Lighting styles	10%
Assignment 3 – Material and texture studies	10%
Assignment 4 – Look development	15%
Assignment 5 – Look development	10%
Term project – Demo reel	30%
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
- Attendance of supervised labs

### **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.