

COURSE OUTLINE		
<b>TERM:</b> Fall 2027	<b>COURSE NO:</b> DIGI 243	
<b>INSTRUCTOR:</b>	<b>COURSE TITLE:</b> Look Development and Lighting	
<b>OFFICE:</b> <b>LOCAL:</b> <b>E-MAIL:</b> @capilanou.ca	<b>SECTION NO(S):</b>	<b>CREDITS:</b> 3.0
<b>OFFICE HOURS:</b>		
<b>COURSE WEBSITE:</b>		

Capilano University is named after Chief Joe Capilano (1854–1910), an important leader of the Sk̓w̓x̓w̓ú7mesh (Squamish) Nation of the Coast Salish Peoples. We respectfully acknowledge that our campuses are located on the unceded territories of the səliłwətał (Tseil-Waututh), shíshálh (Sechelt), Sk̓w̓x̓w̓ú7mesh (Squamish), and xʷməθkʷəy̓əm (Musqueam) Nations.

#### **COURSE FORMAT**

Classes are four hours per week for a 15-week semester, which includes an end of term project.

#### **COURSE PREREQUISITES**

DIGI 230 or DIGI 231 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**

##### **Suggested reading:**

<https://chrisbrejon.com/> The CG Cinematography book (free and online)

Birn, Jeremy. *Digital Lighting and Rendering* .3rd 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

This content will be delivered in the form of lectures, screenings and in class exercises as well as assignments. All course materials will be on elearn and the content will be delivered in-person.

WEEK	TOPICS	READINGS and ACTIVITIES
Week 1	<ul style="list-style-type: none"> <li>• Introduction</li> <li>• Light type review</li> <li>• Material shader review</li> <li>• Practical lighting environments</li> </ul>	<ul style="list-style-type: none"> <li>• Assignment 1 – Research a visual look from a production of choice, due week 2</li> <li>• Assignment 2 – Ten hours of one hour lighting, due weekly</li> </ul>
Week 2	<ul style="list-style-type: none"> <li>• Light groups</li> <li>• Emotions of light</li> <li>• Lighting and compositing</li> </ul>	<ul style="list-style-type: none"> <li>• Assignment 2 – Ten hours of one hour lighting, due weekly</li> </ul>
Week 3	<ul style="list-style-type: none"> <li>• Character lighting</li> <li>• Color theory review</li> </ul>	<ul style="list-style-type: none"> <li>• Assignment 2 – Ten hours of one hour lighting, due weekly</li> </ul>
Week 4	<ul style="list-style-type: none"> <li>• Integration of character/object assets into a back plate</li> <li>• Photo plate integration</li> <li>• Building 360 Photosphere (HDRI)</li> </ul>	<ul style="list-style-type: none"> <li>• Assignment 2 – Ten hours of one hour lighting, due weekly</li> <li>• Assignment 3 – Look development, due week 5</li> </ul>
Weeks 5-7	<ul style="list-style-type: none"> <li>• Lighting in game engines</li> <li>• Camera setup and compositing</li> <li>• Shot sequencing</li> <li>• Color grading introduction</li> </ul>	<ul style="list-style-type: none"> <li>• Assignment 2 – Ten hours of one hour lighting, due weekly</li> </ul>
Weeks 8-11	<ul style="list-style-type: none"> <li>• Non-photorealistic look development</li> <li>• Multichannel rendering</li> <li>• Compositing and colour grading</li> <li>• Creating look variations in post-production</li> <li>• Post effects</li> </ul>	<ul style="list-style-type: none"> <li>• Assignment 2 – Ten hours of one hour lighting, due weekly</li> <li>• Assignment 4 – Completing the shot, due week 11</li> <li>• Assignment 5 – Tweak the shot in Post, due week 12</li> </ul>
Weeks 12-15	<ul style="list-style-type: none"> <li>• Post production editing of demo reel</li> </ul>	<ul style="list-style-type: none"> <li>• Term project - Demo reel, due week 15</li> </ul>

## EVALUATION PROFILE

Participation	10%
Assignment 1 – Visual look research	10%
Assignment 2 – Ten hours of one hour lighting	30%
Assignment 3 – Look development	10%
Assignment 4 – Completing the shot	10%
Assignment 5 – Tweak the shot in post	10%
<u>Term project – Demo reel</u>	<u>20%</u>
Total:	100%

## Assignment Descriptions

All assessments will be completed and/or submitted online.

- Assignments – MS Teams

- Final Assignments – copy to class folder on the Bosanas
- Work in progress – upload your video files to SyncSketch for weekly feedback and/or drawovers

All assignments will be included in the calculation of your final grade. Failure to submit assignments may result in failing the course.

### Participation

Participation is evaluated based on regular attendance in classes and labs, active engagement in discussions and projects, demonstrated understanding of assigned readings and coursework, and the frequency and quality of relevant comments, questions, and observations.

### 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.

### Missed Exams/Quizzes/Labs etc.

If you anticipate missing an exam/quiz/or lab, please consult with your instructor prior to the scheduled date, so that alternate arrangements can be considered. Accommodation can be made to honour community needs and traditional practices.

### Attendance

Students are expected to attend all classes and associated activities. Attendance is taken at the start of each class. Students who miss more than 20% of the course will not receive credit. Students are responsible for all material and assignments, even if absent. If circumstances affect attendance or coursework, email the instructor in advance to discuss possible adjustments. Instructors are not required to repeat missed material.

### 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 personal electronic devices during class for note taking only.

## On-line Communication

Please be sure to check your official Capilano University email regularly as all official communication will be sent via this email address only. Additionally, you should be logging on to eLearn/teams 3 to 4 times per week for class updates and/or to engage in learning activities.

## 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-services/>

**Capilano University Security: download the [CapU Safe Alert 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 Policy and B.401.1 Sexual Violence 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****Continuation Policy**

Students must successfully complete the required and elected 2D Animation (ANIM), 3D Animation (DIGI) or VFX course credits 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 show respect for equipment and facilities.

**Class Recordings**

Class sessions may be recorded for use within this course only. Recordings may not be shared, reproduced, or uploaded outside the class. If recordings are to be used for any other purpose, students who are identifiable will be notified and their consent requested in advance.

**Online Community and Communication Tools**

All class content will be available through the course on <https://elearn.capu.ca>. All direct student communication will be done via Capilano email/teams.

Software	Link
eLearn	<a href="https://elearn.capu.ca/">https://elearn.capu.ca/</a>
myCapU	<a href="http://www.capilanou.ca/mycapu/">www.capilanou.ca/mycapu/</a>
Zoom	<a href="http://www.zoom.com/">www.zoom.com/</a>
Microsoft Teams	<a href="https://teams.microsoft.com">teams.microsoft.com</a>