

## GREENSHEET:

### Course Overview:

This class is an Introduction to 3D Modeling and Animation. This course's concentration will be on realistic Modeling, Lighting and Camera. We will be using Maya 8 with references to 3d Studio Max. We will explore Modeling (NURMBS, SubDs and Polygon), Lighting, Cameras, Surfaces and Textures, Effects, and Animation. This course is centered around lectures, exercises, tutorials, and assignments based on learning 3d modeling with the use of Maya.

### Grading Criteria:

Grades will be based on:

- 20% Class participation (class discussion, quizzes and critiques),
- 20% Tutorials,
- 60% Assignments,

Any work turned in for this class will not be returned and may be used for educational purposes by Alvin Thompson or SJSU as either sees fit in the future.

All work is to be completed and presented in a professional manner. In accordance with this, no assignment will be accepted late for any reason.

### Student Responsibilities:

Students are responsible for attending class and doing all assigned work to the best of their abilities. If you miss a class or you are late, it is up to you to pick up the handouts and be aware of the material covered in class that day. I don't mind answering any questions and going over material that you don't understand (as many times that you need). But only, if I know that you were here for the lecture, if you missed the lecture I won't repeat the entire lecture. Remember: that you are working for yourself and you should try to find as much information about this subject from any source that you can. If you stop coming to class,

be sure to go through Admissions and Records to drop the class. I will not drop any one after the first week and this is where I usually give out my F's. Also I invite you ask questions, I feel that this is your responsibility to make sure that you get the information that you need. Feel free to e-mail me anytime, I usually check it a couple of times a day and I will answer right away. Please do not call me unless it is super important. Also use the yahoogroup, maybe other students can help you.

### Material Lists: (Estimated Cost \$100 to \$400)

Text: "Digital Lighting & Rendering, Second Edition", by Jeremy Birn, New Rider Press, ISBN 0-321-31631-2. And then 2nd Book the option of: "Learning Maya 7, Foundation", Alias Learning Tools ISBN 1-894893-74-3, or "Getting Started with Maya 7". These books can be bought at [www.autodesk.com](http://www.autodesk.com) for about \$70. Also at [www.amazon.com](http://www.amazon.com) for a cheaper price. *Tip: In Maya menu bar, under help the tutorials are the same as the book, "Getting Started with Maya 7".*

USB Jump Drive or something to save your work on. Back up all important work in different places.

All printed work will need to be either mounted or matted.

Other materials that I recommend are: a stopwatch and a digital camera (one with video if possible). You can buy an education copy at [www.creationengine.com](http://www.creationengine.com) approx. \$400. You can also download from [www.autodesk.com](http://www.autodesk.com) a ple copy of Maya 8 for free, to learn Maya, but it will have watermarks across any render, but is very usable to learn Maya with.

### Emergency Phone Numbers:

1. Emergency: 911
2. Escort Service: 42222

### Required by Law:

If you need course adaptations or accommodations because of a disability, or if you need special arrangements in case the building must be evacuated, please make an appointment with me as soon as possible, or see me during office hours.

Presidential Directive 97-03 requires that students with disabilities requesting accommodations must register with DRC to establish a record of their disability.

Your own commitment to learning, as evidenced by your enrollment at San José State University, and the University's Academic Integrity Policy requires you to be honest in all your academic course work. Faculty members are required to report all infractions to the Office of Judicial Affairs. The policy on academic integrity can be found at <http://www2.sjsu.edu/senate/S04-12.pdf>

### Assignments Schedule:

Get the text "Digital Lighting and Rendering" and start reading the whole book. I will have a quiz on this book and my lectures May 7th.

You have your choice on which tutorials you do: either the ones out of "Foundation" or "Getting Started with Maya" When you finish a tutorial show me and I will give you credit for it. (These could also be Tutorials that you find on the web) For the Tutorials Section of your Grade I want you to do at least 10 Solid Tutorials.

First Week: Look in Maya/Menu Bar/Help and watch the Learning Movies and then read the information under Tutorials.

**Assignment One:** Create a still life environment. In this still life there will be at least one apple with a procedural map on it, and an object that you have taken a picture of and modeled and colored to look as close to original photo as possible. You will bring at least three pictures of objects that you would like to model and the class will

decide which one you will do. The still life animation should be at least thirty seconds long in avi or mov format, with Titles, Lighting, shadows and sound. Also Print a picture of the virtual object to compare to the real object. This projects will be presented to the class.

**Due Dates: Photos presented to class Feb 14th  
Storyboards presented Feb 28nd  
Show movie Mar 14th**

**Assignment Two:** animate a bouncing ball, use the graph editor with the ball deforming on the bounces also set the tweens so it looks convincing. Set a set driven key so that another object reacts to the ball as the ball comes close to the object. Build and texture all objects in your animation. The animation should be about thirty seconds long with at least two different animate camera views, titles, sound, lighting with shadows. **Due: Apr 11th**

**Assignment Three:** Create from a polyCube a car or and airplane. You will work from pictures or plans of a real object. Make the airplane or car as close to the real one as possible. You will have lights, and shadows. Take a picture of a real place and use that as a background in your renders of your model. Be sure to match the horizon line and lighting conditions for the final turn in of at least three different camera views. Turn in stills and maya digital files. **Due: Apr. 25nd**

**Final Project:** Build a full body model of yourself. The goal is to get it as close as possible to you. Place your model in an environment with lighting and shadows and render views from at least three angles.

Besides showing the prints in class turn in the Maya files to me.

**Due: the Finals date.**

### **Lab policy:**

This Lab is opened to you 24/7, but abuse of the following rules and you could lose access.

1. No food or beverages at any time.
2. Do not check email or use web browsers during class time without your instructor's permission.
3. Clean up around your computer and shut it down before you leave.
4. Scan your files for viruses before copying them onto any lab computer.
5. Do not leave any personal files on the lab computers. All files will be removed once a week.
6. Do not move any files into or out of application folders or the system folder.
7. Do not enter the lab during assigned class times (refer to the lab schedule)
8. You may enter the lab during open times for the purpose of study, assignments, and other educational purposes.
9. Do not give your lab access code to other people.
10. Do not prop the door open for any reason. If the door is kept open, the omni lock may malfunction and open access to the lab would be cut off until it is repaired.
11. Report hardware, software, or network problems using a "design lab service request" form. Additional policies may be announced by the lab coordinator or your instructor.

### The "Unwritten Rules" to Succeeding in College

1. Make certain that you understand and follow the instructor's plagiarism policy. Be aware that you can plagiarize without even intending to do so.
2. Don't ask your instructor if "it is OK" to be absent, leave class early, or turn in an assignment late. Understand that these choices have consequences, which are usually explained in the course syllabus. If you must turn in an assignment late, don't try to talk the instructor out of counting it as late.
3. If you must miss class, don't waste the instructor's time by giving excuses about why you were absent. Also, never tell your instructor that you had to miss class because ...
  - a. you had to work.
  - b. you were in Tahoe, L.A., Las Vegas, Minnesota, or (fill in the blank).
  - c. you had to study for a midterm in another class.
4. If you are absent for a class, don't ask the instructor to tell you what you missed. Instead, call or e-mail another student in the class. It is your responsibility to keep up with the material covered in class and the assignments.
5. Never ask the instructor, "Did I miss anything important?" upon returning to class after an absence.
6. If you must miss class for an extended period of time (one week or more) due to a serious illness or a death in the family, let the instructor know by phone or e-mail. Otherwise, the instructor may assume you've dropped and remove you from the roster. If you have in fact dropped the class, do not expect the instructor to do the paperwork to drop you. That is your responsibility!!!!
7. Avoid coming to class late. If you must come late to class, don't make a lot of noise entering or walk in front of the class while the instructor is talking. Instead, come in quietly and take a seat by the door.
8. Avoid talking to another student while the instructor is giving a lecture or addressing the class.
9. On days that an assignment is due, arrive to class on time, having proofread and stapled your paper. Never ask your instructor, "Do you have a stapler?" Don't ask the instructor if you can leave early after turning in an assignment; this makes a very poor impression. And do not work on that assignment during the class and try to turn it in at the end of class.
10. Never answer your cell phone in class. If your phone rings during class, quickly shut it off; don't go outside to answer it. Don't play with your phone during class. Don't look to see who it is and announce you must talk to your mother, grandmother, sister, etc. Points will be deducted.
11. After an instructor has finished explaining something, don't ask, "Do we need to know this?" When an instructor gives an assignment, don't ask, "Does this count for our grade?" Remember that your attitude counts towards your grade.