3D Digital Studio I: Art 2014

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COURSE PURPOSE

This course will introduce fundamental concepts and techniques creating 3D computer graphics using one of industry standard computer programs, 3ds Max. Through a clear sequence of tutorial assignments and projects, students will gain an understanding of the underlying principles of 3D modeling and animation, including materials, lights and cameras, and rendering and express personal ideas and concepts through the creative use of 3D graphics.

ORGANIZATION

• Students research and develop detailed conceptual drawings and ideas, which should be recorded in a sketchbook.
• Students begin to build portfolio of 3D objects and scenes showing the effective use and implementation of the program.
• Students build and develop each project with fundamental elements of art and the principles of design.

COURSE REQUIREMENTS

▪ Course Prerequisite art 1013
Previous experience in 3D computer modeling and animation programs is not required. However, some background in 2D Graphic program, CAD program, camera, video and film lighting is preferred.

▪ Course textbook
• Introducing Autodesk 3ds max 2011 Autodesk official training guide
by Randi Derakhshani, Dariush Derakhshani
UM DULUTH Internet Resource Book Online Resource

• *Introducing 3ds max 9 3D for beginners*
by Dariush Derakhshani, Randi Munn, Jon McFarland
UM DULUTH Internet Resource Book Online Resource

• *Introducing 3ds max 2008*
by Dariush Derakhshani, Randi Munn
 UM DULUTH Internet Resource Book Online Resource

▪ Computer Literacy
You are expected to be familiar with the basics of working with the computer and with Windows. You must be able to locate files, open them in a particular program and to save files to a specific location. If you have worked with Macs before, but never PCs, you should find it easy to make the change, as Windows works in a similar way to the Macintosh interface. It is your responsibility to learn to use the basic functions of Windows.

▪ Materials
• A sketchbook

• Pencils, pens, colour pencils etc.
• Portable storage device
• Two blank DVD-R
You are required to keep preliminary sketches and thumbnails to show the process of concept development on plain drawing paper. Eventually, your drawings should be recorded digitally for each project's presentation and final portfolio.

▪ <u>Handling in Digital Files and Saving/Backing up Work</u>
• Keep the original 3ds Max files (.max), rendered image files (.jpg or .tiff) and movie files (.avi).
• All of tutorial assignment files are stored in the 3ds Max tutorial folder.
• Create a folder for each assignment and project on the desktop and label it.
• Save as a tutorial file with a different name before you start working on. (DO NOT OVERWRITE THE ORIGINAL FILES)
• Copy the folder you create on the desktop to your storage space frequently as a back   up. Any computer may crash/collapse at any time and you will loose whatever is not backed up. 3ds Max file can be corrupted and no way to retrieve original files. It is advisable to save as different file names as you work on assigned projects. It is also a good idea to save your files in a second portable storage device for back up.
• Computers in the campus labs are rebuilt every night. Anything that you leave on the lab computer you are working on will not remain when you come back.

GRADING BREAKDOWN

• Tutorial exercise assignment	20%
• Assignment or quiz	10%
• Project 1	20%
• Project 2	20%
• Project 3	20%
• Portfolio	10%

Due to the tight schedule of this course, it is very important to turn in your assignments and projects as scheduled. There will not be any extension for class projects and final portfolio. Please do not hesitate to talk with me if you have problems meeting the assignment and project due dates.
Technical tutorial exercises will be Pass or Fail only. If you complete all of tutorial assignments successfully, you will get 90% of assigned points for tutorials. If extended efforts are evident, bonus points will be given.

GRADING CRITERIA

Projects are an integral part of the process of learning computer modeling. Projects will be graded on
• Fulfilment of criteria for each project
• Timely completion of work
• Aesthetic and creative design
• Appropriate use of the software
• Presentation and participation in critique

PRESENTATION & FINAL PORTFOLIO

Each project will be presented to the class for final review. The presentation must include a PowerPoint (or alternative format if you wish), which shows the progress of your work from concept to execution. All work for the final portfolio must be turned in on a DVD-R with your name CLEARLY printed on it. Please be sure to include the 3D Max files, renderings for each project, word files for essay and PowerPoint files (details will follow as the final week approaches).
Please note that media submitted will NOT be returned.

ATTENDANCE POLICY

▪ Absence
Students are required to attend classes and be on time. Consistent absence or tardiness will result in reduction of grade. Absences will be excused for emergency only (medical or family emergency). An excused absence requires official documentation to be presented to the instructor during class period immediately following the absence. Your absence won't be marked as excused one until official documentation is submitted. **On the third unexcused absence, your grade will be dropped on full grade for each missed class period.**
You are responsible for keeping track of your own attendance (tardiest, absences).

▪ Tardiness
Tardy means arriving in class more than 10 minutes late or leaving more than 10 minutes early. Three tardies equals one unexcused absence and will be counted toward your total of absences. You are responsible for informing the instructor of your presence to ensure that you are marked down as tardy rather than absent.

POLICIES
• All due dates and information will be announced in class and are subject to change depending on class needs. All changes will be announced in class. It is your responsibility to keep up with due dates of assignments and projects.
• Respect fellow classmates and the instructor. There is a great deal that we can learn from each other. We have people from many different backgrounds in this class and people with many different levels of academic preparation. You should all feel comfortable and make each other comfortable with discussing the issues. Therefore, try to make our classroom a comfortable learning environment for everyone in the class
• Cell phones, eating, web surfing which is unrelated to class project, and other distracting activities are not appreciated nor tolerated.

■ *Anyone with a disability that needs attention or modification of course requirements should let me know as soon as possible. Please let me know if you are having any problems or concerns. We can set up a time to meet and discuss your work or any other issues you may have.*