San Diego State University - School of Art Design and Art History
Course Syllabus

Instructor: Sam Shpigelman
Contact Info: samshpigelman@gmail.com
Course Title: Art 348 Three Dimensional Media
Session/Year: Fall 2013
Day: Monday & Wednesday
Course Code: Art 348
Time: 9:00-11:40AM

Course Description:
This class will focus on experimental, creative and practical exploration of art and design communication utilizing digital media as it relates to three-dimensional objects and spatial environments.

We will also explore contemporary sequential and multimedia formats incorporating three-dimensional objects and spatial environments.

Collaborative design will also be an important part of the class, in which we will learn to integrate objects, images, animation, text, video, and sound.

The primary software in this class will be Maya and/or 3D Studio Max. In addition we may use various video editing programs such as FinalCut Pro, IMovie and Adobe Premier. We may use various sound editing programs such as Audition, Garage Band and Audacity. Adobe Photoshop and Illustrator will also be important tools in the class.

Course Prerequisites:
Prerequisite
Every student must show proof of prerequisites by the third class period. Preregistered students who are unable to show proof of prerequisites may be administratively dropped by the instructor. If space is available, the instructor may add crashers who are able to show proof of prerequisites. The prerequisite for this course is a grades of C or better in Art 148 or 240 or 241 or 242. Other previous experience might be acceptable.

Materials and Supplies:
Sketchbook
Pencils (2b, 4b, 6b)
Markers
Digital storage media (CD, USB drive, portable hard disk, etc)
Technology Needed:
PC/ Mac, Maya, Photoshop, Premiere

Required Text:
Subscription to www.ynda.com

Project Submission
• All projects must be submitted on time

Projects
• The process of solving a problem is just as important as the solution. In addition to the final work, all projects must include a demonstration of the work done in all of the phases in the design process. A folder (10" x 13") is to be turned in with each project. It should clearly and in an organized fashion include:
• Descriptions supporting your visual solutions, which should include:
  1. your definition and description of the problems
  2. your design goals and objectives
  3. your research sources and information attained
  4. your design explorations and concept development
  5. the relationship of your solutions to your design goals and objectives
• Research
• Idea notes
• Thumbnail sketches
• Rough sketches
• Storyboards and flow charts
• Proofed copies of all parts of project
• Time schedule (indicating how you used your time)
• Projects will be evaluated on concept development, design, craftsmanship and understanding of the assignment.

Project Rules
• All copy must be written by the student, except for specific short quotes. Quotes should have an appropriate credit. All copy must be proofread by another student in the class. Proofed signed copy must be included in the notebook.
• All type must be an identifiable typeface (not made up or created by the student), except for text appearing as handwriting.
• Photographs, preferably, should be taken by the student; if not, appropriate credit/reference should be made. If possible, get appropriate permissions to use photographs.
• Any illustration, symbol or pattern should be drawn by the student and should be based on actual reference. The reference should be clearly identified in the notebook.
Audio should be created or recorded by the student. Professionally recorded music is not acceptable unless prior permission is given by the instructor. If used, any professionally recorded audio material should receive credit in the work.

Plagiarism may result in a grade of F on the project, a referral to Judicial Procedures and the possibility of failure in the course.

Classroom Policy:
- Students are expected to be in class on time
- Students are expected to be respectful to the instructor and their classmates
- No food or drinks allowed in class or lab at any time.
- Edible items brought to class or lab must be thrown out.
- Break times are scheduled by the instructor at appropriate intervals.
- No private software is to be brought to lab or loaded onto school computers.
- No software games are allowed in lab (unless in course curriculum).
- Headphones are required if listening to music during lab. No headphones are allowed in lecture.
- Students are not allowed to use cell phones during the class. All cell phones must be turned off.
- Students are not allowed to use internet in any way during the class unless permitted by the instructor

Class Participation
Classroom interaction is vital to the learning process. Students will be expected to participate in all class activities. Lectures, demonstrations, discussions and critiques will occur regularly. Attendance to all class meetings is required. Students will receive a grade based on class activity and participation.

Due Dates
All work is expected to be completed by the due dates. Unless otherwise specified, work is due at the beginning of the class period. If work is one class meeting late, the grade will be lowered by one letter grade. If work is two class meetings, the grade may be lowered by two grades. If work is three class meetings, the grade may be lowered by three grades. If there is a problem in meeting a deadline, the instructor should be consulted in advance.

Process for Evaluation:
<table>
<thead>
<tr>
<th>Task</th>
<th>Percentage</th>
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<tbody>
<tr>
<td>Toy Model</td>
<td>10%</td>
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<tr>
<td>Toy Texturing and Lighting</td>
<td>10%</td>
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<tr>
<td>Toy Animation</td>
<td>10%</td>
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<tr>
<td>3DCG Environment</td>
<td>30%</td>
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<tr>
<td>Final Presentation and Critique</td>
<td>40%</td>
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<tr>
<td>Total Possible</td>
<td>100%</td>
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Student Evaluation/Grading Policies:
- Grading will be done on a point system 1 point = 1%
- Class time will be spent in a productive manner
- All work must be received by the set deadlines

Weekly Outline:
Week 1
Mon – Introduction to 3D Space and Maya User Interface
Wed – Exploring into different geometry types, geometry components, custom objects

Week 2
Mon – Basic Polygonal Modeling Techniques
Wed – Start Modeling a “Toy” in 3D

Week 3
Mon – Advanced Polygonal Modeling Techniques
Wed – Continue Modeling a “Toy” in 3D

Week 4
Mon – Basics of Rendering in Maya: Shaders, Materials and Lights
Wed – Complete Toy Modeling

Week 5
Mon – Polygonal Texturing and UV Unwrap
Wed – Start Unwrapping a “Toy” Model

Week 6
Mon – Advanced Texturing Techniques in Photoshop
Wed – Finish Unwrapping and Start Texturing a “Toy” Model

Week 7
Mon – Basics of Animation in Maya. Working with Skeleton System in Maya
Wed – Finish Texturing a “Toy” Model

Week 8
Mon – Creating Custom Skeleton Controls
Wed – Construct a Basic Skeleton with Custom Controls for a “Toy” Model

Week 9
Mon – Animating Character’s Walk Cycle
Wed – Start Animating a “Toy” Model

Week 10
Mon – Continue Animating a “Toy” Model
Wed – Finish Animating a “Toy” Model
Week 11
Mon – Creating a Basic Environment: Layout and Cameras
Wed – Start Creating a Basic Environment for a “Toy” Model

Week 12
Mon – Continue Creating a Basic Environment for a “Toy” Model
Wed – Continue Creating a Basic Environment for a “Toy” Model

Week 13
Mon – Lighting a “Toy” Model with Environment
Wed – Finish Creating a Basic Environment for a “Toy” Model

Week 14
Mon – Adding Visual Effects to a Basic Environment: Particles
Wed – Thanksgiving Break

Week 15
Mon – Rendering Work for Digital and Practical Blackboards and Animated Showcase.
Wed – Render Work for Digital and Practical Blackboards and Animated Showcase.

Week 16
Mon – Mounting Digital Artwork on Physical Displays
Wed – Final Presentation