

ANGM 2310: Animation and Games Fundamentals Syllabus – Spring 2025

Course Information

<i>Course Number/Section</i>	ANGM 2310: Lecture and Lab
<i>Course Title</i>	Animation and Games Fundamentals
<i>Term</i>	Spring 2025
<i>Room</i>	FN 2.102
<i>Lecture Time</i>	Tuesdays 11:30am-12:45pm
<i>Lab Time</i>	Online on your weekly schedule

Professor Contact Information

Timothy Lewis timothy.lewis@utdallas.edu

TA Contact Information Listed on Elearning

Online Office Hours Office Hours for TAs are posted on E-Learning Course Homepage

Class Participation

Regular class participation is expected. Students who fail to participate in class regularly are inviting scholastic difficulty. A portion of the grade for this course is directly tied to your participation in this class. It also includes engaging in group or other activities during class that solicit your feedback on homework assignments, readings, or materials covered in the lectures (and/or labs). Class participation is documented by faculty. Successful participation is defined as consistently adhering to university requirements, as presented in this syllabus. Failure to comply with these University requirements is a violation of the [Student Code of Conduct](#).

Distance Learning Student Resources

Online students have access to resources including the McDermott Library, Academic Advising, The Office of Student AccessAbility, and many others. Please see the [eLearning Current Students](#) webpage for more information.

Server Unavailability or Other Technical Difficulties

The University is committed to providing a reliable learning management system to all users. However, in the event of any unexpected server outage or any unusual technical difficulty which prevents students from completing a time sensitive assessment activity, the instructor will provide an appropriate accommodation based on the situation. Students should immediately report any problems to the instructor and also contact the online [eLearning Help Desk](#). The instructor and the eLearning Help Desk will work with the student to resolve any issues at the earliest possible time.

Class Recordings

Students are expected to follow appropriate University policies and maintain the security of passwords used to access recorded lectures. Unless the Office of Student AccessAbility has approved the student to record the instruction, **students are expressly prohibited from recording any part of this course.** Recordings may not be published, reproduced, or shared with those not in the class, or uploaded to other online environments except to implement an approved Office of Student AccessAbility accommodation. Failure to comply with these University requirements is a violation of the [Student Code of Conduct](#).

The instructor may record meetings of this course. Any recordings will be available to all students registered for this class as they are intended to supplement the classroom experience. Students are expected to follow appropriate University policies and maintain the security of passwords used to access recorded lectures. Unless the Office of Student AccessAbility has approved the student to record the instruction, students are expressly prohibited from recording any part of this course. Recordings may not be published, reproduced, or shared with those not in the class, or uploaded to other online environments except to implement an approved Office of Student AccessAbility accommodation. If the instructor or a UTD school/department/office plans any other uses for the recordings, consent of the students identifiable in the recordings is required prior to such use unless an exception is allowed by law. Failure to comply with these University requirements is a violation of the [Student Code of Conduct](#).

Class Materials

The instructor may provide class materials that will be made available to all students registered for this class as they are intended to supplement the classroom experience. These materials may be downloaded during the course; however, these materials are for registered students' use only. Classroom materials may not be reproduced or shared with those not in class or uploaded to other online environments except to implement an approved Office of Student AccessAbility accommodation. Failure to comply with these University requirements is a violation of the [Student Code of Conduct](#).

Course Description

This course will provide students a foundation in the practices and methods of computer animation and games. Students will gain exposure to the various areas of industry, academic and career opportunities, and program requirements through lectures supported by hands-on lab sessions. Topics may include the state of the industry, non-traditional applications, basic project management, and future directions.

Student Learning Objectives/Outcomes

- Students will build a fundamental understanding of animation and games processes as well as basic software skills each week, focusing on each section of the production pipeline, in turn.
 - Students will apply their new learned skills by completing assignments for each of the standard pipeline processes, culminating in a playable game with introductory animated cinematic.
 - Students will build a basic understanding of the knowledge and skills required for both the artistic and the technical components of animation and games production.
 - Students should leave this course with a better understanding of what each pipeline process entails, what course options are available to them inside of Animation and Games program and have a better understanding for which aspects of the process most suits their career objectives.
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Technical Requirements

In addition to a confident level of computer and Internet literacy, certain minimum technical requirements must be met to enable a successful learning experience. Please review the important technical requirements on the [Getting Started with eLearning](#) webpage.

Course Access and Navigation

This course can be accessed using your UT Dallas NetID account on the [eLearning](#) website. Please see the course access and navigation section of the [Getting Started with eLearning](#) webpage for more information.

To become familiar with the eLearning tool, please see the [Student eLearning Tutorials](#) webpage. UT Dallas provides eLearning technical support 24 hours a day, 7 days a week. The [eLearning Support Center](#) includes a toll-free telephone number for immediate assistance (1-866-588-3192), email request service, and an online chat service.

Communication

This course utilizes online tools for interaction and communication. Some external communication tools such as regular email and a web conferencing tool may also be used during the semester. For more details, please visit the [Student eLearning Tutorials](#) webpage for video demonstrations on eLearning tools. Student emails and discussion board messages will be answered in a timely fashion as each professor has his or her own schedule.

Weekly Breakdown Structure

Lecture Quizzes open immediately after lecture time and are due the following Monday, by 11:59pm
All labs due by 5/5 11:59pm. No lates accepted after this day.

#	Date	Lecture and Quiz	Lab
1	1/21	Course Intro, Syllabus Review, E-Learning Overview Quiz: None	00: Software Setup 0 Points
2	1/28	Start Your Clock and Class, TA Meet and Greet Quiz: 3 Points	01: Maya Fundamentals 2 Points
3	2/4	Animation Production Basics Quiz: 4 Points	02: Modeling 4 Points
4	2/11	Game Production Basics Quiz: 4 Points	03: Surfacing 4 Points
5	2/18	3D Animation Pipeline Quiz: 4 Points	04: Rigging 4 Points
6	2/25	Games Pipeline Quiz: 4 Points	05: Animation Principles 4 Points
7	3/4	Motion Graphics Quiz: 3 Points	06: Lighting and Rendering 4 Points
8	3/11	Animation Studies Quiz: 3 Points	07: Unity Fundamentals 2 Points
-	3/18	NO CLASS SPRING BREAK	
9	3/25	Game Studies Quiz: 3 Points	08: Game Design 4 Points
10	4/1	2D Animation Quiz: 3 Points	09: Game Programming 4 Points
11	4/8	Keeping Current, Networking and Course Selection Quiz: 3 Points	10: Level Design 4 Points
12	4/15	Anim. and Games Portfolios, Jobs, and Title Research Quiz: 3 Points	11: Game Feel 4 Points
13	4/22	Student Orgs and Networking for Anim. and Games Quiz: 3 Points	12: Real-Time Visuals – Part 1 4 Points

14	4/29	Industry and Course Q&A Quiz: 8 Points - Final quiz over all previous lectures.	13: Real-Time Visuals - Part 2 8 Points
15	5/6	BONUS DAY (in case of weather)	

Grading Policy Course Percentages:

Combined Quiz Totals – 48% Combined Lab Totals – 52%

Grading Scale – Grade Percentages DO NOT round up

A+	97-100	B+	87-89	C+	77-79	D+	67-69 64-	F	00-59
A	94-96	B	84-86	C	74-76	D	66 60-63		
A-	90-93	B-	80-83	C-	70-73	D-			

Late Work

Late or retake quizzes are not accepted. **NO EXCEPTIONS so don't ask!**

Up to two lab assignments will be graded on ½ points basis, if submitted past the given deadline. Students have 2 weeks past the original deadline to complete late lab assignments. **Lab 13 cannot be submitted for late point consideration.**

Extra Credit

Extra credit is offered at limited times throughout the semester. Up to 1 extra credit point is offered each week to students who go above and beyond the weekly assignment requirements for weekly lab assignments, and 3 extra credit points are offered for an additional writing assignment in the lecture portion of the course. **NO EXTRA CREDIT IS OFFERED ON LATE LAB SUBMISSIONS.**

Comet Creed

This creed was voted on by the UT Dallas student body in 2014. It is a standard that Comets choose to live by and encourage others to do the same:

“As a Comet, I pledge honesty, integrity, and service in all that I do.”

Academic Support Resources

The information contained in the following link lists the University's academic support resources for all students.

Please go to [Academic Support Resources](#) webpage for these policies.

UT Dallas Syllabus Policies and Procedures

The information contained in the following link constitutes the University's policies and procedures segment of the course syllabus.

Please go to [UT Dallas Syllabus Policies](#) webpage for these policies.

The descriptions and timelines contained in this syllabus are subject to change at the discretion of the Professors.

ATEC lab computers **MAY** be available via remote connection from your personal computer. These are timed connections that allow you to remotely connect to and use the ATC Lab computers. You will need to request remote access from Tech Resources, the open lab/lab tech station in the ATC Building (ATC 2.302).

While remote connection is available, your experience will be more streamlined if you have a personal computer capable of running the software used in the course.

If Using Personal Computer *with* Remote Connection:

- 1) Personal Computer (Win or MacOS) that can remote connect to ATC Lab Computers.
- 2) High Speed Internet Connection – accommodates HD videos and remote connection as needed.
- 3) E-Learning blackboard access, ability to live stream lectures and access prerecorded videos through your E-Learning course homepage
- 4) Software Used (Installed on ATC Lab PCs)
 - a. Maya 2024
 - b. Arnold (which ever comes with the latest download of Maya)
 - c. Unity HUB (Any version) and Unity 3D 2021.3.3.f#
 - d. Adobe Media Encoder
 - e. OBS Screen Recorder

If Using Personal Computer *without* Remote Connection

- 1) **Personal Computer** (Win or MacOS) capable of running the software below
 - a. The software below is free for educational use. It is recommended you download and run them to ensure your computer meets the minimum requirements and software can run smoothly without stalling or freezing on your system.
- 2) **High Speed Internet Connection** – accommodates HD videos.
- 3) **Microsoft Teams installed** on your personal computer – (Free software used for remote meetings, your UTD account has already been linked to, and can log into this software)
- 4) **Unity Hub** (any version) and **Unity 3D 2021.3.3.f#** (Any number after the “f” will work fine)
<https://unity3d.com/get-unity/download>
- 5) **AutoDesk Maya 2024** (any version after .0 is fine) **AND AutoDesk Arnold Plugin** (latest version is fine)
 - a. Student versions are free, with University ID verification
<https://www.autodesk.com/education/free-software/maya>
<https://www.arnoldrenderer.com/arnold/arnold-for-maya/>
- 6) **Adobe Photoshop or equivalent 2D painting program**
 - a. You will use Photoshop for 1 lab early in the term.
 - b. All Adobe products are purchase only
<https://www.adobe.com/creativecloud/buy/students.html>
 - c. Free alternative <https://www.photopea.com/>
- 7) **Adobe Media Encoder or Handbrake**
 - a. You will **NEED** to use Media Encoder for 1 lab, for about 30 minutes. You can do this in the labs on campus if needed.
 - b. All Adobe products are purchase only
<https://www.adobe.com/creativecloud/buy/students.html>
 - c. Handbrake is free.
- 8) **OBS Screen Recording**
 - a. OBS is free to everyone and is available on all of the UTD Labs
 - b. <https://obsproject.com/>