ATEC 3317 Modeling and Texturing 1

Vincent Lo

Term: Spring 2015

Meeting Time: Tuesday 4:00pm - 6:45pm

Atec Building: Room 3.910

Contact Info Phone: n/a

> Email: vel090020@utdallas.edu Office Hours: By appointment

Class web reference: http://atec.io/animation

Course Description:

This course will introduce students to basic principles and techniques dealing with the modeling and texturing of hard surface geometry. An in depth examination of Maya 3D animation software will also be covered.

Course Requirements:

ATEC Digital Imaging

Course Structure:

This class will consist of lectures, demonstrations, constructive critiques and class discussions.

**This class will make use of an online video repository. This information/videos/content is designed to help reinforce class topics and principles. Students are recommended to use this information/videos/content as a reference to better their own individual work, and not necessarily create/replicate/recreate the assignment/file verbatim. Should a student choose to create/replicate/recreate the assignment/file verbatim, they do so realizing that while acceptable, it may be detrimental to their continued growth.

Optional Textbooks:

Maya Fundamentals

Grading Policy:

Students must demonstrate satisfactory achievement of course objectives through fulfillment of course assignments and by contributing to class discussions and critiques. Course assignments will require students to use software and equipment available in the ATEC computer labs. Course evaluation will be based upon the following.

Points Required for Grade:

Α 126 - 140

В 112 - 125

С 98 - 111

D 84 - 97

Below 84 is failing

Assignment Point Values:

• Assignment 1 = 10 pts

Assignment 2A, Assignment 2B = 20 pts

Assignment 3A, 3B, 3C = 30 pts

Assignment 5 = 10 pts

Midterm = 10 pts

Final Project = 50 pts

Assignment 4 = 10 pts

Total = 140

Course Schedule

Week 1 (Jan 14): Intro to Maya Interface, Intro to polygonal modeling

Assignment 1 – Toy robot simple

Week 2 (Jan 21): Review Toy Robot Simple, Basic modeling techniques

• Assignment 2A – Toy robot complex

Week 3 (Jan 28): Common mistakes & Critiques

• Assignment 2B – Toy robot complex revisions

Week 4 (Feb 4): Exploring Mesh Flow & Production modeling vs. game modeling

Assignment 3A – Lock pt. 1

Week 5 (Feb 11): UV Unwrapping

Assignment 3B – Lock pt. 2

Week 6 (Feb 18): Creating Realistic Shaders

Assignment 4 – Shaders

Week 7 (Feb 25): Color, Bump, Specularity Maps

Assignment 3C – Lock pt. 3

Week 8 (March 4): Midterm

TBA

Week 9 (March 11): Spring Break

Week 10 (March 18): Procedural Texturing

Assignment 5 – Procedural Texturing

Week 11 (March 25): Complex Modeling Techniques

Assignment 6A – Final project pt. 1

Week 12 (April 1): Critiques

Assignment 6B – Final project pt. 2

Week 13 (April 8): Designing a Strong Visual Concept

Assignment 6C – Final project pt. 3

Week 14 (April 15): Work in class

Assignment 6D – Final Project pt. 4

Week 15 (April 22): Final Project

Assignment 6E – Final Project pt. 5

Week 16 (April 29): Final Project Presentations

^{*}All descriptions and timelines are subject to change at the discretion of the instructor.

Making up missed work: Makeups are available only to students who have a legitimate excuse for missing an exam, such as illness, scheduled job interview out of town, athletic team event out of town, death in the immediate family, etc. If you know in advance that you must miss an exam, give a written notice to the instructor in advance, and bring documentation to support your anticipated absence. If you miss an exam unexpectedly because of last minute illness or accident, submit a note to the instructor when you return to campus (or as e-mail attachment if you will be away for some time) with documentation of your situation.

There *may* be opportunities for students to resubmit improved work for extra consideration. In order to be eligible the student must have turned in the completed assignment on its original due date and fulfilling all specified requirements. Revisions should be based upon class critique feedback.

Class Attendance: All students are required to be on time and in attendance for each and every class. Students who fail to attend are responsible for learning the missed materials via classmates. Missing multiple classes will greatly impact student ability to complete assignments.

Late Assignments: Adherence to deadlines is expected. It is the individual student's responsibility to keep track of the goals and deadlines and to present the work to the class and instructor on the specified dates. Late assignments may or may not be accepted based upon the discretion of the instructor and the situations involved. **Class Participation and Classroom Citizenship:**

- Cell phones and pagers must be powered off during formal class hours.
- Do not talk when others (the instructor, guests, and fellow students) are talking.
- Students will not use the computers for personal reasons (e.g, check personal email, surf web) during class time.
- Participate in critique sessions and class discussions. You can learn a great deal from critique on other students' work as well on yours.

Student Conduct and Discipline:

Students can find all university rules and regulations on Academic Dishonesty here:

http://www.utdallas.edu/deanofstudents/dishonesty/

http://www.utdallas.edu/deanofstudents/integrity/

http://www.utdallas.edu/deanofstudents/bigfour/

http://www.utdallas.edu/deanofstudents/maintain/

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Copyright Violations:

It is a federal crime to reproduce copyrighted software. Anyone caught reproducing software from the UTD labs will be subject to disciplinary action. In addition, anyone caught reproducing outside software in the lab will automatically lose all lab privileges and will be subject to other disciplinary action as deemed necessary.

Email Use:

Only UT Dallas email accounts will be used for this course. All email communication from the instructor will be mailed to students UT Dallas email accounts and no other. Students are responsible for checking their UT Dallas email regularly for course information and updates.

Withdrawal from Class:

The administration of this institution has set deadlines for withdrawal of any college-level courses. These dates and times are published in that semester's course catalog. It is the student's responsibility to handle withdrawal requirements from any class.

Student Grievance Procedures:

Students can find information about Academic Integrity and its processes by reviewing the following links: http://policy.utdallas.edu/utdsp5005

Incomplete Grades:

As per university policy, incomplete grades will be granted only for work unavoidably missed at the semester's end and only if 70% of the course work has been completed. An incomplete grade must be resolved within eight (8) weeks from the first day of the subsequent long semester. If the required work to complete the course and to remove the incomplete grade is not submitted by the specified deadline, the incomplete grade is changed automatically to a grade of F.

Student AccessAbility

The University of Texas at Dallas is committed to equal access to educational, recreational and social endeavors for students with disabilities. Please review the provided link for information. http://www.utdallas.edu/studentaccess/

Religious Holidays:

The University of Texas at Dallas will excuse a student from class or other required activities for the travel to and observance of a religious holy day for a religion whose places of worship are exempt from property tax under Section 11.20, Tax Code, Texas Code Annotated.

The student is encouraged to notify the instructor or activity sponsor as soon as possible regarding the absence, preferably in advance of the assignment. The student, so excused, will be allowed to take the exam or complete the assignment within a reasonable time after the absence: a period equal to the length of the absence, up to a maximum of one week.

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