New Course Request

Check Appropriate Boxes: Undergraduate credit [✓]  Graduate credit [✓]  Professional credit [✓]

1. School/Division: Informatics
2. Academic Subject Code: NEWM-N
3. Course Number: 344 (must be cleared with University Enrollment Services)
4. Instructor: Clint Koch
5. Course Title: 3D Production
   Recommended Abbreviation (Optional) (Limited to 50 Characters including spaces)

6. First time this course is to be offered (Semester/Year): Fall 2010
7. Credit Hours: Fixed at ______ or Variable from ______ to ______
8. Is this course to be graded S-F (only)? Yes [✓] No [✓]
9. Is variable title approval being requested? Yes [✓] No [✓]

10. Course description (not to exceed 50 words) for Bulletin publication: P: N342 or N343. Team-based course focusing on the creation of high-end, broadcast-quality animations. Team members demonstrate mastery of narrative, modeling, lighting, effects, rendering, and animation skills culminating in a final team project. Other topics include planning, preproduction, production, and postproduction.

11. Lecture Contact Hours: Fixed at ______ or Variable from ______ to ______
12. Non-Lecture Contact Hours: Fixed at ______ or Variable from ______ to ______
13. Estimated enrollment: ______ of which ______ percent are expected to be graduate students.
14. Frequency of scheduling: F/S ______ Will this course be required for majors? ______

15. Justification for new course: Redesign of New Media Curriculum
16. Are the necessary reading materials currently available in the appropriate library? Yes [✓] No [✓]
17. Please append a complete outline of the proposed course, and indicate instructor (if known), textbooks, and other materials.
18. If this course overlaps with existing courses, please explain with which courses it overlaps and whether this overlap is necessary, desirable, or unimportant.
19. A copy of every new course proposal must be submitted to departments, schools, or divisions in which there may be overlap of the new course with existing courses or areas of strong concern, with instructions that they send comments directly to the originating Curriculum Committee. Please append a list of departments, schools, or divisions thus consulted.

Submitted by:

[Signature]
Department Chairman/Division Director
Date 6/30/2009

[Signature]
Dean
Date 1/July/2009

[Signature]
Chancellor/Vice-President
Date __________

[Signature]
Dean of Graduate School (when required)
Date __________

[Signature]
University Enrollment Services
Date __________

After School/Division approval, forward the last copy (without attachments) to University Enrollment Services for initial processing, and the remaining four copies and attachments to the Campus Chancellor or Vice-President.

UPS 724
University Enrollment Services—White; Chancellor/Vice-President—Blue; School/Division—Yellow; Department/Division—Pink; University Enrollment Services Advance—White
Instructor: Staff
Office Address:
Office Phone:
Office Hours:
Email Address:

COURSE DESCRIPTION

Team-based course focusing on the creation of high-end, broadcast-quality animations. Team members demonstrate mastery of narrative, modeling, lighting, effects, rendering, and animation skills culminating in a final team project. Other topics include planning, preproduction, production, and postproduction.

PREREQUISITE: N342 or N343

REQUIRED TEXTBOOKS

mental ray for Maya, 3ds Max, and XSI: A 3D Artist's Guide to Rendering (Paperback)

by Boaz Liveny

- Paperback: 740 pages
- Publisher: Sybex (February 20, 2007)
- Language: English
- ISBN-10: 0470008547
- Product Dimensions: 9.1 x 7.3 x 1.5 inches

COURSE OUTCOMES

Students will develop pre-production, production, and post-production skills as a team in all areas of 3D production to create a dynamic animation. Students will create a team environment to produce an animation that will be a high end state of the art production consistent with the expectations of the current industry. Students will participate in the research, development, creation, implementation and production of a multi-media project. It will be expected that students will interface with other disciplines outside of animation to fully implement the project, such as sound designers, music composers, and other fields as needed. This project will be presented in varying formats and will demonstrate a familiarity with key components of any new media solution: content, technology, interface design, and usability.

MATERIALS NEEDED RELATED TO THE COURSE

Storage media: A portable HD is strongly recommended.
A flash drive will be very useful.
Writable media such as CDs or DVDs will also be required to turn in projects and are good for backup.
Students will be required to bring writing materials, whether electronic or traditional, to class.

SOFTWARE USED
Autodesk Maya
Adobe Photoshop, Premiere Pro, After Effects
Audio Products: Sony SoundForge, or Adobe Audition
QuickTime
Pixologic Z brush

COURSE STRUCTURE OVERVIEW

The course structure is composed of these parts:

- Projects:
  - The semester will be composed of a team that will produce an animation.

CORE COMPETENCIES

1. Students will have the ability to perform advanced modeling, animation, dynamic simulations, texturing, and lighting within an animation.
2. Students will deliver production and portfolio quality simulations that deliver advanced aesthetics, fluidity in animation, and 3D production workflow. The highest quality simulations will be expected.
3. Students will have the ability to deliver animations of a topic that is decided upon by the student team and approved by the instructor(s).
4. Students will learn 3D concepts that work across all 3D software platforms and multiple output formats.
5. Students must be able to conduct self-directed exploration and research, express and document ideas and themes, in written, spoken, and electronic forms.
6. Students must be able to work in a team environment and meet deadlines on a strict schedule.

DATE FOR EACH CLASS MEETING

Weekly schedule

Week 1  Intro, syllabus, concepts, team roles
  - Develop a team structure
    - Understand team members strengths, weaknesses, and goals
  - Create the treatment of the content

Week 2  Concepts, examples, research and documentation, pre-production concepts
  - How effective research is conducted and documented
  - Applying research to storyboards and animatics
  - Write a script

Week 3  Pre-production
  - Continue with scripts, storyboards and animatics
  - Testing of various concepts that will go into production
  - Create a dope sheet of needed content
  - Assignment #1

Week 4  Pre-production
  - Final revisions of scripts, storyboards and animatics
  - Testing of various concepts that will go into production
  - Produce animatic with sound
  - Assignment #2

Week 5  Approval of pre-production phase
  - Review animatic
• Sign off on end of pre-production
• Identify and assign production tasks to team members
• Assignment #3

Week 6 Production phase
• Begin modeling
• Begin animation
• Layout camera shots and scene lengths
• Consult with sound design and music composers

Week 7 Production phase
• Continue modeling
• Continue animation
• Continue layout camera shots and scene lengths
• Continue consulting with sound design and music composers
• Start texturing and lighting

Week 8 Production phase
• Continue modeling
• Continue animation
• Continue layout camera shots and scene lengths
• Continue consulting with sound design and music composers
• Continue texturing and lighting
• Start render tests
• Assignment #4

Week 9 Production phase
• Continue modeling
• Continue animation
• Continue layout camera shots and scene lengths
• Continue consulting with sound design and music composers
• Continue texturing and lighting
• Continue render tests

Week 10 Production phase
• Continue modeling
• Continue animation
• Continue layout camera shots and scene lengths
• Continue consulting with sound design and music composers
• Continue texturing and lighting
• Start rendering scenes that are complete

Week 11 Production phase
• Finish modeling
• Continue animation
• Finish layout camera shots and scene lengths
• Continue consulting with sound design and music composers
• Continue texturing and lighting
• Start rendering scenes that are complete
• Assemble elements into a movie
• Assignment #5

Week 12 Post production
• Begin final rendering
• Edit and composite any completed scenes
• Edit sound
• Assemble elements into a movie

Week 13 Post production
• Continue final rendering
• Edit and composite any completed scenes
• Edit sound
• Assess and adjust production
• Assemble elements into a movie

Week 14 Post production
• Continue final rendering
• Edit and composite any completed scenes
• Edit sound
• Assess and adjust production
• Assemble elements into a final movie

Week 15 Review movie
• Assess and adjust post production elements
• Assignment #6

Week 16 Presentation of Final Project
• Assignment #7

Assignments- All assignments must be turned in on CD (or data DVD) with name and assignment number, or place in the O ncours e drop box- this will vary by assignment, please check the assignment description in O ncours e. All assignments are due at the beginning of class. Late assignments will be reduced by 10% point value. Final project will not be accepted past due date.

Assignment 1- preliminary pre-production materials (50 pts)
Assignment 2- finished pre-production materials (50 pts)
Assignment 3- peer assessment of team member’s performance (100pts)
Assignment 4- individual accounting of assigned tasks (50 pts)
Assignment 5- individual accounting of assigned tasks (50 pts)
Assignment 6- peer assessment of team members performance (100pts)
Assignment 7- final project (500 pts)
• animation with sound and graphics
• Various format MOV, AVI, SWF or FLV
• CD (or data DVD) of individual class projects

Attendance- (100 pts)

<table>
<thead>
<tr>
<th>Date</th>
<th>Assignment</th>
<th>Percentage</th>
</tr>
</thead>
<tbody>
<tr>
<td>Assignment #1</td>
<td>Creation of all preliminary pre-production materials (critical thinking, application of knowledge, oral presentation, written skills)</td>
<td>5%</td>
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<tr>
<td>Assignment #2</td>
<td>Creation of all final pre-production materials (critical thinking, application of knowledge, oral presentation, written skills)</td>
<td>5%</td>
</tr>
<tr>
<td>Assignment #3</td>
<td>Peer assessment of team member performance (critical thinking, application of knowledge, oral presentation, written skills)</td>
<td>10%</td>
</tr>
<tr>
<td>Assignment #4</td>
<td>Individual accounting of assigned tasks (critical thinking, application of knowledge)</td>
<td>5%</td>
</tr>
<tr>
<td>Assignment #5</td>
<td>Individual accounting of assigned tasks (critical thinking, application of knowledge)</td>
<td>5%</td>
</tr>
<tr>
<td>Assignment #6</td>
<td>Peer assessment of team member performance (critical thinking, application of knowledge, oral presentation, written skills)</td>
<td>10%</td>
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<tr>
<td>Assignment #7</td>
<td>Final project (critical thinking, application of knowledge, oral presentation)</td>
<td>50%</td>
</tr>
<tr>
<td>Attendance</td>
<td>Attendance</td>
<td>10%</td>
</tr>
</tbody>
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**Grading Information:**

- These factors that will be evaluated in determining grades:
  - Technical competencies
  - Aesthetic appeal
  - Professional production
  - Participation in class discussion and class attendance
  - Lab assignments/homework
  - Late assignments will be reduced by one letter grade
  - Work may be turned in any time prior to the due date. Work will be considered late if not turned in by the end of the class on the date expected. A 10% reduction in score will be assessed for any assignment deemed late. Late work will be accepted for one week past the due date. Assignments will be given a score of 0 (zero) points after this time. Final projects will not be accepted past the expected due date. A score of 0 (zero) points will be assessed on any final project not turned in on time.

**Grading Standards**

A – Outstanding, high quality work.
A fully completed project that demonstrates mastery of skills.
Projects that display creative and sometimes innovative work.
Combinations of color schemes, space, lighting, and layout were used effectively and chosen carefully.

B – Good to very good work.
The student completed the components of the project, but neglected to experiment with additional or more challenging technical approaches.
The work demonstrates good abilities in the respective new media applications, but may lack depth and level of skill.

The project could be lacking in areas of design, planning, or technical approach.

C – Average work.
The work demonstrates average skills in depth, design, and application.
No more than what was required of the course was completed.
The work is possibly incomplete in parts.
File formats had errors or were not compatible as expected

D – Below average work.
The work is largely incomplete and displays a lack of effort.
Very little time was put into the software and thusly resulted in poor quality work. The files handed in had errors or were not compatible as expected

F – Failure to complete the objectives of the course.

**Grade Scale**
A+ 99 - 100
A  93 - 98.99
A- 90 - 92.99
B+ 87 - 89.99
B  83 - 86.99
B- 80 - 82.99
C+ 77 - 79.99
C  73 - 76.99
C- 70 - 72.99
D+ 67 - 69.99
D  63 - 66.99
D- 60 - 62.99
F  Below 60%

STATEMENT OF VALUES

- The Mission of IUPUI is to provide for its constituents excellence in Teaching and Learning, Research, Scholarship, and Creative Activity, and Civic Engagement. With each of these core activities characterized by: 1) collaboration within and across disciplines and with the community, a commitment to ensuring diversity, and 3) pursuit of best practices. IUPUI's mission is derived from and aligned with the principal components – Communities of Learning, Responsibilities of Excellence, Accountability and Best Practices – of Indiana University's Strategic Directions Charter. IUPUI values the commitment of students to learning, of faculty to the highest standards of teaching, scholarship, and service, and of staff to the highest standards of service. IUPUI recognizes students as partners in learning.
- IUPUI values the opportunities afforded by its location in Indiana's capital city and is committed to serving the needs of its community. Thus, IUPUI students, faculty, and staff are involved in the community, both to provide educational programs and patient care and to apply learning to community needs through service. As a leader in fostering collaborative relationships, IUPUI values collegiality, cooperation, creativity, innovation, and entrepreneurship, as well as honesty, integrity, and support for open inquiry and dissemination of findings. IUPUI is committed to the personal and professional development of its students, faculty, and staff and to continuous improvement of its programs and services.

POLICIES for ATTENDANCE & ASSIGNMENT/PROJECT DEADLINES

1. **Missing class WILL impact your grade.** (For in-class students only.) Students are allowed two (excused or unexcused) absences before their grade will be affected. In other words, whether you are sick or have personal problems or issues for missing class, it will amount to the same. Missing class means you do not show for the whole or majority of the session. The grade reduction policy works in this way.
   - On the third missed class time your final grade will drop 5 points (regardless of the reason).
   - On the fourth missed class your final grade will drop 10 points (regardless of the reason), and 5 additional points thereafter for each additional class missed.

2. **Responsible for due dates and related materials:** All weekly due assignments are each student's responsibility. If class is missed, the student is still responsible for the assignment, as well as to find out what was covered in class, e.g., any new assignments or variations to an existing assignment. ALL assignment deadlines are outlined in the syllabus or syllabus supplemental documents provided on OnCourse. Ultimately, each student is responsible for the deadline. Also, weekly assignment deadlines should be adhered to, to insure fairness to all students. For the purpose of maintaining an equal and fair evaluation of each student's work, no student will receive special treatment. As a result, the following rules will apply to this course:
   - All assignments must be submitted through OnCourse at the designated time as stated on the assignment sheet, as communicated via email, or on the syllabus.
   - All assignments (projects) handed in late will be reduced 10 points for every day late (24 hrs. from the due date and time). For example, if the assignment is due at 6PM on the due date and it is post-marked 6:01PM, it will be reduced automatically by 10 points. If the class meets in the class room, students must be ready to hand the assignment in at the start of class time.
   - Incompletes will NOT be issued except under very extreme personal conditions that have been reviewed by the instructor and in some cases in consultation with the Dean's Office.

UNIVERSITY POLICIES (* Does not apply to online students.)
1. **University Attendance Policy:** Attendance is required. The University regulations state: “Students are expected to be present for every meeting of the classes in which they are enrolled.” IUPUI faculty are required to submit to the office of the Register a record of student attendance through the semester, on which they will take action if the record conveys a trend of absenteeism. As a result, ATTENDANCE WILL BE TAKEN IN ALL CLASSES. An Attendance sheet will be passed out in class for each student to sign their name. If you do not sign your name while in class you will be marked absent. The instructor is not expected to remember who attended when, so signing the sheet while in class is important. Signing the attendance sheet for another student is absolutely prohibited. Any student found doing so will be in violation of university policies on ethics and/or conduct.

2. **Bringing your children to class:** University Policy states that: “Children are not permitted to attend class with parents, guardians, or childcare providers. This conduct has the effect of unreasonably interfering with an individual’s work or academic performance creating an offensive learning environment.” “A student must not violate course rules as contained in a course syllabus, which are rationally related to the content of the course or to the enhancement of the learning process in the course.” [Code of Student Rights, Responsibilities, and Conduct, page 29]

3. **Academic Dishonesty / Integrity / Plagiarism:** Using another student’s work on a project or assignment, cheating on a test, or any other form of dishonesty or plagiarism will result in a grade of zero on that assignment and possibly an “F” in the course, and will be referred to the Dean of Students. All students should aspire to high standards of academic honesty. This class encourages cooperation and the exchange of ideas. For further reference, students may see: [http://life.iupui.edu/dos/codc.htm](http://life.iupui.edu/dos/codc.htm).

4. **Values and ethics:** Profanity or derogatory comments about or towards the instructor or any member of the class will NOT be tolerated. Violating this rule will result in a warning and if the offense continues, administrative action will be taken.

5. **Code of Student Rights, Responsibilities and Conduct:** All students are responsible for reading, understanding, and applying the Code of Student Rights, Responsibilities and Conduct of IUPUI. (students can access www.iupui.edu/code for further information regarding the above points)

6. **Disabilities Policy:** In compliance with the Americans with Disabilities Act (ADA), all qualified students enrolled in this course are entitled to "reasonable accommodations." Please notify the instructor during the first week of class of any accommodations needed for the course. Students with learning disabilities must provide written verification for this policy to be recognized.