

## Course Syllabus - Spring 2015

**Course Title/Number:** 3D Animation / IST481

**Location:** Prichard Hall 200

**Times:** MW, 1:00pm – 2:15pm

**Instructor:** Dr. Alice Lin

**Office:** 346 Old Main

**Phone:** (304) 696-6418

**E-Mail:** [lina@marshall.edu](mailto:lina@marshall.edu)

**Office hours:** MW 12:00 - 1:00, 2:15 - 2:45, PH 200

T 3:15 - 3:45, PH 200

MW 2:45 – 3:45, My Office

T 3:45 – 4:15, My Office

Other times by appointment

### University Policies:

By enrolling in this course, you agree to the University Policies listed below. Please read the full text of each policy by going to [www.marshall.edu/academic-affairs](http://www.marshall.edu/academic-affairs) and clicking on “Marshall University Policies.” Or, you can access the policies directly by going to [www.marshall.edu/academic-affairs/policies/](http://www.marshall.edu/academic-affairs/policies/). Academic Dishonesty/Excused Absence Policy for Undergraduates/Computing Services Acceptable Use/Inclement Weather/Dead Week/Students with Disabilities/Academic Forgiveness/Academic Probation and Suspension/Academic Rights and Responsibilities of Students/Affirmative Action/Sexual Harassment

### Course Description:

Study of 3D as it relates to the basic principles of animation. Students will learn to create believable and natural animations using a combination of several different techniques including inverse kinematics, morphing, and key framing. Students will experience the animation production process and will be exposed to industry trends. Students will work on projects creating 3D animations.

### Textbook:

There will be no required textbooks for the course. Some material will be posted on blackboard and some will be handed out in class.

### Credit:

The course is three (3) credit hours. It includes classroom lectures, exams and project assignments.

**Course Student Learning Outcomes and Assessment Measures:**

| <b>Course student learning outcomes</b>                                                       | <b>How students will practice each outcome in this course</b> | <b>How student achievement of each outcome will be assessed in this course</b> |
|-----------------------------------------------------------------------------------------------|---------------------------------------------------------------|--------------------------------------------------------------------------------|
| The student will be able to demonstrate an understanding of the animation production process. | In-class lectures, in-class examples and in-class exercises.  | Projects and exams                                                             |
| The student will be able to recognize and articulate the principles of animation.             | In-class lectures, in-class examples and in-class exercises.  | Projects and exams                                                             |
| The student will be able to demonstrate an understanding of the 3D rendering process.         | In-class lectures, in-class examples and in-class exercises.  | Projects and exams                                                             |
| The student will be able to use 3D animation tools to create 3D animation and short films.    | In-class lectures, in-class examples and in-class exercises.  | Projects and exams                                                             |

**Grading Policy:**

Projects - 35%

Midterm Exam - 20%

Final Exam - 45%

Final letter grades are determined based on the following grading scale:

90-100%     A

80-89%     B

70-79%     C

60-69%     D

Below 60     F

The instructor reserves the right to change these values depending on the overall class performance and/or extenuating circumstances.

**Attendance Policy:**

Attendance is strongly encouraged. Lecture material will not be reiterated for persons failing to attend a previous session. It is the student's responsibility to meet with instructor to discuss absences due to illness or other reasons. The university attendance policy will apply for excused absences.

**Withdrawal Policy:**

The University withdrawal policy is followed in this course. The last day to drop an individual course for the Spring Semester is March 27, 2015.

**Course Schedule:**

Please note this is a tentative schedule. The instructor reserves the right to make changes as appropriate based on the progress of the class.

| Week | Start date | Topics, Due dates                         |
|------|------------|-------------------------------------------|
| 1    | 1/12       | Syllabus, Introduction                    |
| 2    | 1/19       | Martin Luther King, Jr. Holiday, Modeling |
| 3    | 1/26       | Modeling                                  |
| 4    | 2/2        | Rendering                                 |
| 5    | 2/9        | Rendering                                 |
| 6    | 2/16       | Animation                                 |
| 7    | 2/23       | Animation                                 |
| 8    | 3/2        | Midterm Exam                              |
| 9    | 3/9        | Animation                                 |
| 10   | 3/16       | Spring Break, Classes dismissed           |
| 11   | 3/23       | Animation (Project 1 due)                 |
| 12   | 3/30       | Animation                                 |
| 13   | 4/6        | Movies                                    |
| 14   | 4/13       | Effects                                   |
| 15   | 4/20       | Present your project 2                    |
| 16   | 4/27       | Dead Week (Project 2 due)                 |
| 17   | 5/4        | Final Exam                                |