

3D Animation



Welcome to the online Introduction To 3D Animation course. Written as a simulation, you will play the role of an intern at Digi Blab's animation studio. As such you are required to complete a series of training tasks as well as work on several key projects with some of the in-house designers at Digi Blab. We have built this online training program to help get you up to speed ASAP.

I bet you have a lot of questions about this course and how it works. I will try my best to answer them all for you.

This is a self-paced, competency-based course. You will be graded more on what you can do (demonstrate) than on what you say you can do (exams). While the class is self-paced, you should expect to complete on the average, a reading per week in order to complete the class in one semester. Each reading has a hands-on activity for you to try (Try It) a software-based tutorial for you to complete (Demo) and a short quiz.

In addition each module (a group of readings) has a larger project for you to complete as well as a graded online exam.

So what are you waiting for? Lets get started. And remember, 3D animation takes time and patience to learn. We encourage you to take your time, experiment and when in doubt ask for help. Remember, help is always just an email away.

Recommended Book:

We have developed a series of online resources for you to use as you learn to use the software for this course. In addition, we have provided a link to PDF (Adobe Acrobat Files) of all the tutorials if you want to print a hard copy of any of them. All online resources can be found at the Books tab.

Required Assignments			
Item	Points	# of Items	Total Points
Participation	100	1	100
Demos	100	15	750
Online Tests	100	2	200
Projects	Vary	6	1200
	Final Demo Reel	1	750
Total Points Possible			3000

Grading Criteria:

All work to be graded should be submitted via email to your instructor. You are expected to complete your own work for each assignment. Any work that the instructors grade below passing may be returned to you for corrections.

Participation:

This includes contributing to the course Thread, weekly check-ins with your instructor and submitting work on a regular basis.

Tests:

Each module includes a graded online exam. If you want to, you may retake any exam. Notify your instructor if you want to retake an exam.

Demos:

Each demo is worth a total of 50 points.

Projects:

These projects will require you to apply all the concepts covered in the module.

Grading Scale

Participation includes making weekly contact with your instructor, and submitting work on a regular basis.

You may retake any test. You must contact your instructor to have the test reset for you.

Final Grade

Percent	Letter Grade
100 - 95	A
94 - 90	A-
89 - 87	B+
86 - 83	B
82 - 80	B-
79 - 77	C+
76 - 73	C
72 - 70	C-

Units

#	Reading	Online Tutorials / Demos	Projects
01	Introduction to 3D		
02	History of Animation		
03	Art and Technology	3D Canvas Basics Creating a Model Step 1	
04	Process of 3D Creation	Transforming Primitives Creating a Model Step 2	1. Create your storyboard for a demo reel
05	The Coordinate System	Creating a Model Step 3	
06	Navigating in 3D Space	Resizing Objects Creating a Model Step 4	
07	Modeling Techniques and Views	Cross Section Modeling Overview Using the Lathe Tool	2. Start modeling your scene elements and props objects and add sound track for the demo reel
08	Transforming In 3D Space	Cross Section Modeling 1 Cross Section Modeling 2	
09	Deformations	Cross Section Modeling 3 Deforming Objects	
10	Hierarchy	Using the Scene Hierarchy Using Boolean Operations	3.

#	Reading	Online Tutorials	Projects
11	Polygons and Nurbs	Creating a Hollow Extrude Creating Beveled Text	
12	Materials and Textures	Using Textures Surface Tool Modeling 1	
13	Animation Types	Animating Scale Surface Tool Modeling 2	
14	Keyframes	Animating the Material Operation Surface Tool Modeling 3	4. Apply materials and texture maps to your modeled objects
15	Rigging	Skeletal Animation Surface Tool Modeling 4	5. Model your character, remembering to take into account the hierarchy and set up the joints.
16	Lighting	Adding Lighting to a Scene Improving Lighting	
17	Rendering	Point Reduction Creating Animated Gifs	6. Now that you know about particles and dynamics you should show their use in your story reel. Think about where you can include a particle or dynamic element in your storyboard and revise it accordingly
17	Post Production		
18	Dynamics & Particles		7. Produce demo reel. Add animations, sounds, opening and closing credits