COM 385 - 2D/3D Graphics

STANDARD EDITION

Spring 2013

Three Credit Hours

Instructor: Professor Steven J. Fox

Office hours: M/W 10:00am-12:00pm

Office: Paczesny DMaC Lab (rm. 138)

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**Texts:**

Rejoice! No textbook. This class will be lead primarily with live software demonstrations, with some occasional typed notes/PowerPoint presentations.

*However*….

**Materials**:

I will be requiring you all to purchase a thumb-drive of no less than 2GB or an external hard-drive to be dedicated to this class. Having some means of transporting/saving your work will be necessary. We have a limited amount of After Effects/C4D licenses, and you will likely be shuffling computers occasionally.

In addition, may I suggest for those of you whom are looking at this area of study in any serious manner, that you might wish to purchase a cheap pen/tablet (i.e. Wacom Bamboo, available at Best Buy and on Amazon) to aid with your animation projects. While not 100% necessary, a tablet can help with your design work, especially when it comes to drawing out masks and creating paths. Again, not mandatory, but keep it in mind if you feel it would make anything easier for you as the class goes on.

***DAY ONE NOTE:*** We have a very limited number of licenses for the software we are using in class so sharing will be the order of the day. That said, if you are not interested in taking this class seriously, please do us both a favor and drop now while you still can. It will make things easier on everyone if you’re honest about this now…

**Course Description:**

This course is designed to introduce students into the world of 2D and 3D animation. Over the course of the semester students will explore various software packages ranging from Adobe’s After Effects, to Maxon’s Cinema 4D, expanding their repertoire as designers. Upon completion of the class students will have the ability to produce professional grade animation effects and packages, as well as the ability to manipulate and effect pre-recorded footage via the principles discussed in class.

**Course Objectives [with connections to Liberal Learning Outcomes]:**

* Students will develop the ability to design/animate both (outcomes 1, 3)
* Students will learn to better search for useful online tutorials regarding animation (3, 4)
* Students will gain perspective regarding 2D/3D animation and its rich history (2)

**Liberal Learning Outcomes:**

**1. Foster Core Skills:** **Advanced writing, speaking, listening, reading, quantitative skills, and technological fluency**

You will spend the vast majority of this class crafting your own website from the ground up, utilizing various programming languages to enhance user experience and overall design sensibilities. At first this may seem like you are taking a step back, as building a simple website from scratch can be more daunting than building a more complex one using a middleware solution. However, you have my word that the skills you will build in this class will help your understanding of design, programming and the web at large in a way that using Dreamweaver never could.

**2. Prepare Students for Living in a Diverse and Global Society:** **Awareness and appreciation of world cultures and languages, non-dominant groups and societies at home and abroad**

Something I think is important in addition to gaining raw coding skills is to have some perspective as to where these methodologies came from, and what that means for you from a development standpoint. Thus I like to give students a solid foundation of web development history, starting in the 1960’s and leading up to what we have today. By the end of this class you will all be some level of developer, and for a developer to be any good, he or she needs to know just where they fit on the stage of web development history.

**3. Emphasize and Develop Inquiry Strategies and Capabilities in a Variety of Disciplines across the Curriculum: Development of multiple, sophisticated problem-solving strategies that transcend traditional discipline boundaries**

Coding is all about building your own solution to a given problem. In this case, your ultimate assignment is to convey information to the end user of your website. This class will supply you with the knowledge necessary to approach this task from a number of perspectives.

**4. Foster Research Skills:** **Research and technology-enhanced investigation**

Students will be using the latest web resources and standards to research and support their websites

**5. Promote Integrative Learning: Collaborative work combining analytical and experiential learning**

This class has one major project that is entirely focused on the creation and implementation of a website. Students will be exposed to the collaborative nature of online code databases and resources as they experiment with implementing different code solutions in their own documents.

**6. Prepare Students for the Examined Life, Promoting Commitment to Lifelong Learning: Development of motivation to sustain a lifelong capacity for intellectual growth and self-renewal**

Hopefully by the end of this class, the critical thinking and design skills you have learned will foster a continual desire for academic curiosity and exploration in your life.

**Statement on Leadership:** Hilbert College is committed to enhancing the leadership skills and abilities of all students. COM 385 provides students an opportunity to develop those abilities. As an advanced level course, this class will provide students with the ability to

**Method of Instruction**:

The class consists of lectures, videos and workshops. Class will be broken into 2 segments: lecture and lab. The first class each week (Mon) will be spent looking at tutorials and exploring the web’s history, giving context to the week’s lesson. The second class (Wed) will be lab time, where each student will be given a number of targeted web projects .

**Assignments and Weighting:**

**February:**

**2D After Effects Lab 150**

**March:**

**3D After Effects Lab 175**

**Mid-April:**

**3D C4D Lab 175**

**Missed Day -10**

**Final Animation Project 500**

**Total Points: 1000 pts**

**Grading Scale:**

**A = 1000 - 930 pts**

**A- = 929 - 890 pts**

**B+ = 889 - 859 pts**

**B = 858 - 828 pts**

**B- = 827 - 797 pts**

**C+ = 796 - 766 pts**

**C = 765 – 735 pts**

**C- = 734 – 704 pts**

**D+ = 703 – 673 pts**

**D = 672 – 642 pts**

**D- = 641 – 611 pts**

**F = 610 – 0 pts**

**Academic Honesty:** Cheating on exams or using another writer’s original words or ideas without full and proper citation are serious academic offenses and could jeopardize your graduation from Hilbert College. To avoid plagiarism, you must professionally cite any outside sources according to the guidelines specified by your professor. As of the fall 2009 semester, any student who is caught plagiarizing written work or cheating on any form of test (on two separate occasions) will be automatically dismissed from the college. For a complete explanation of Hilbert’s new *Student Code of Ethics Policy* and judicial procedures, please see Hilbert’s *Student Handbook*.

**Makeup Policy:**

If you are unable to complete a lab the prescribed day, you must contact your instructor **BEFORE CLASS START** so that we may make alternate arrangements. Since someone in this position would then have MORE time to prepare than the other students, this rescheduled lab will be graded with this extra time kept in mind.

If the student does not show up on lab day, and has not been excused, that student will receive a 0 for the lab if they cannot provide evidence of extenuating circumstance.

**Attendance Policy:**

No textbook + purely in class instruction = attendance being incredibly important. If class must absolutely be missed for one reason or another, the student is responsible for all missed class work/material. But remember, each class is worth participation points, so it is advised that you be in attendance at each class session. If for whatever reason a student ends up not being able to hold up this part of the bargain, they may withdraw from the class by **Friday March 29th,2013** without academic penalty.

**Accommodation of students with disabilities:**

Hilbert College is committed to providing equal access to students with disabilities according to the Americans with Disabilities Act (ADA). If you are a student with a documented disability, please notify the Academic Services Center to arrange appropriate accommodations.

**TENTATIVE CLASS SCHEDULE:**

**January:**

Week 1 WED - Syllabus and Course Intro

Week 2 MON - Intro to Key-Framing, a History of Animation

WED - Welcome to After Effects

**February:**

Week 3 Our Very First AE Tutorial: “Stand Tall and Shake the Sky…”

Week 4 “It’s Elementary my Dear…” (AE Tutorial)

Week 5 MON – NO CLASS PRESIDENTS DAY

WED – “Not as Clumsy or Random as a Blaster…” (AE Tutorial)

Week 6 AE TUTORIAL CONTINUED // **LAB 1 DUE WED**

**March:**

Week 7 “I am Iron Man…” (AE Tutorial)

Week 8 NO CLASS // SPRING BREAK

Week 9 AE TUTORIAL CONTINUED // TBA

Week 10 TBA // **LAB 2 DUE WED**

**April:**

Week 11 MON – NO CLASS EASTER BREAK

WED - Our Very First C4D Tutorial: “Stapley the Magical Stapler”

Week 12 C4D TUTORIAL CONTINUED

Week 13 “Welcome to the Grid…” (C4D Tutorial)

Week 14 C4D TUTORIAL CONTINUED // **LAB 3 DUE WED**

Week 15 TBA

**May:**

Week 16 Final Day of Class // **FINAL PROJECT DUE**