Course Name - 317-888
Spring 2013
Monday 6:30p – 9:00p
Room 313A
Revised on 01/06/2012

Contact Information
Instructor: Vince Sidwell
eMail : vincesidwell@gmail.com
Office:: 313A

Office Hours/Location
Monday 5:30p - 6:00p
Tuesday 5:30p - 6:00p

Course Description:
The objective of the course is to develop a proficiency in development of digital 3D assets and renders using the animation software package Autodesk Maya. We will focus on learning the interface, modeling and texturing 3D assets.

The class will consist of in class tutorials, in class participation, homework assignments, lectures and two major assignments.

Student Learning Outcomes
By the end of this course, the student will:
- Be able to model, texture, light and render digital assets and environments
- Broader understanding of animation vocabulary and terms.
- Introduction to the animation pipeline.

Course Materials/Supplies:
- USB drive

Required Textbook/Resources:
- None

Recommended Textbooks/resources:
- Introducing Autodesk Maya 2012 (or 2013) by Dariush Derakhshani
Grading Criteria/Student Evaluation:

<table>
<thead>
<tr>
<th>Home work</th>
<th>Mid Term</th>
<th>Final</th>
<th>Total</th>
</tr>
</thead>
<tbody>
<tr>
<td>30%</td>
<td>20%</td>
<td>50%</td>
<td>100%</td>
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TAMU Grading Scale

<table>
<thead>
<tr>
<th>Grade</th>
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<tr>
<td>A</td>
<td>100-93</td>
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<tr>
<td>B+</td>
<td>89-87</td>
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<tr>
<td>C+</td>
<td>79-77</td>
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<tr>
<td>D+</td>
<td>69-67</td>
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<tr>
<td>F</td>
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<table>
<thead>
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<td>A-</td>
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<td>B</td>
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<tr>
<td>C</td>
<td>76-73</td>
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<tr>
<td>D</td>
<td>66-60</td>
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<table>
<thead>
<tr>
<th>Grade</th>
<th>Percentage</th>
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</thead>
<tbody>
<tr>
<td>B-</td>
<td>82-80</td>
</tr>
<tr>
<td>C-</td>
<td>72-70</td>
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</table>

Texas A&M Policies on Class Assignments/Late Work:
Faculty members encourage accountability and punctuality for future career success. Students are encouraged to turn-in all work for instructor feedback.

- No late work accepted.

Attendance Policy:
- You may be absent from class twice.
- On your first absence you will receive an e-mail warning, which is copied to Lee Whitmarsh.
- On your second absence you will receive an e-mail and you will contacted by Lee Whitmarsh.
- On your third absence you will receive an F in the class. If you wish to drop the class you will receive a drop/fail.

- Two tardies of 20 minutes or more equals an absence.
- A tardy of 60 minutes equals an absence.
- Two late returns from break of more than 10 minutes equals one absence.
- If a student is OVER 10 MINUTES late for the final, a full grade will be deducted from his or her final grade. If a student does not show up for the final they automatically fail the class.
There is no distinction between excused and unexcused absences.

**Academic Integrity and Plagiarism**
Texas A&M University-Commerce does not tolerate plagiarism and other forms of academic dishonesty. Conduct that violates generally accepted standards of academic honesty is defined as academic dishonesty. "Academic dishonesty" includes, but is not limited to, plagiarism (the appropriation or stealing of the ideas or words of another and passing them off as one’s own), cheating on exams or other course assignments, collusion (the unauthorized collaboration with others in preparing course assignments), and abuse (destruction, defacing, or removal) of resource material.

**Statement on Accommodations for ADA eligible students:**
The Americans with Disabilities Act (ADA) is a federal anti-discrimination statute that provides comprehensive civil rights protection for persons with disabilities. Among other things, this legislation requires that all students with disabilities be guaranteed a learning environment that provides for reasonable accommodation of their disabilities. If you have a disability requiring an accommodation, please contact:

Office of Student Disability Resources and Services  
Texas A&M University-Commerce  
Gee Library, Room 132  
Phone (903) 886-5150 or (903) 886-5835  
Fax (903) 468-8148  
StudentDisabilityServices@tamu-commerce.edu

**Statement on Student Behavior:**
All students enrolled at the University shall follow the tenet of common decency and acceptable behavior conducive to a positive learning environment. (See Student's Guide Handbook, Policies and Procedures, Conduct)

All students must show respect toward the instructor and the instructor’s syllabus, presentations, assignments, and point of view. Students should respect each others’ differences. If the instructor determines that a student is not being respectful towards other students or the instructor, it is the instructor’s prerogative to ask the student to leave, to refer the student to the department head, and to consider referring the student to the Dean of Students who may consider requiring the student to drop the course. Please refer to pages 42 – 46 of the Texas A&M University-commerce Student guidebook’s Codes of Conduct for details.

**Student Conduct/Citizenship**
All students enrolled at the University shall follow the tenets of common decency and acceptable behavior conducive to a positive learning environment. (See Code of Student Conduct from Student Guide Handbook). Students are expected, at all times, to recognize constituted authority, to conform to the ordinary rules of good conduct, to be truthful, to respect the rights of others, to protect private and public property, and to make the best use of their time and effort toward the educational process.

**Copyright Materials:**
Trademarks and Copyrights are the property of their owners. As such, students may not infringe upon those rights of ownership. Proper attribution must be made for all assets used by a student for class assignments. Students are reminded to credit the sources and display the copyright notice © and copyright ownership information if this is shown in the original source for all works incorporated as part of educational projects, including those prepared under fair use. Crediting the source must adequately identify the source of the work, giving a full bibliographic description where available, i.e., author, title, publisher and place and date of publication. Additionally, the copyright ownership information includes the copyright notice, year of first publication and name of the copyright holder.

**Americans with Disabilities Act:**
The Americans with Disabilities Act (ADA) is a federal anti-discrimination statute that provides comprehensive civil rights protection for persons with disabilities. Among other things, this legislation requires that all students with disabilities be guaranteed a learning environment that provides for reasonable accommodation of their disabilities. If you have a disability requiring an accommodation, please contact:

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Maya 1
Mid-Term Project

**Project:** Create an interior or enclosed environment.

You are allowed and encouraged to use photographic references for this project. It can be a personal or professional photograph but you may not use other 3D renders as reference. If you do use a professional reference you will be asked to document and credit your source image.

**Requirements:** Final image must illustrate an enclosed environment, textures and objects in the environment. No stock models will be allowed.

**Schedule:**
- Preliminary Sketches due
- Refined Sketches due
- Initial Modeling/Color Sketches due
- Rough Modeling due
- Preliminary
- Mid-Term due

**Deliverable:** All sketches and preliminary source material in cheap 2 pocket folder.

Final rendered Tiff image or image sequence and all files used to create image in a folder with your name.

Files will be put on the server under class then student name and adhere to Maya naming hierarchy.

**Evaluation:**
- Creativity: Original idea or approach to project
- Technical Ability: Geometry complexity, Advance Lighting or Texturing
- Accuracy: Ability to create accurate or physically close objects and scenes
- Elements: Basic elements of art principles including but not limited to Value, Shape, Color, Texture and Composition
- Final scene: Visual Impact – in the end, it all comes down to the final image
Day 1
Quick note about myself.

Typical 3D Production Pipeline

MAYA
Short description of Why we use Maya?
Short description of local studios and who uses Maya/Max/Softimage
Other local resources.
File Structure
Interface (sections, versions complete vs Unlimited)
Nodes
Dependency Graph
Hierarchies
Attributes
Construction History
Mel Script

Polygons (Points, faces, edges, UV)
Nurbs (CV’s, Hulls, Isoparms, UV)
Sub Divisional Surfaces (Points, faces, edges, Cages, UV)
Lights (Spot, Point, Area, Ambient, Directional)
Cameras (elements of cameras - Photography)

Lead into creating polygons and into first daily grade assignment of Sandcastle. Also show examples of the Mid-Term Project.
Daily: Sandcastle

Day 2
Polylgons
More into Maya’s interface
Scene/File/Directory structure

Assign: Tricycle
Assign: Sketch Environment

Day 3
Edit Polygons – Basic Modifiers

Assign: Home Appliance
Assign: Room Modeled

Day 4
Deformers
Animate and Sculpt Deformers

Assign: Small Character
Assign: Room Modeled

Day 5
Texturing – Nodes Basic
In Class Demo of Fruit Bowl

Assign: Textures on Room

Day 6
Quiz (Covers Polys, Texturing)
Assign: Textures on Room Cont.

**Day 7**
Mid-Term Project

Assign: Textures on Room Cont.

**Day 8**
Texturing – UV’s
Advanced UV’s - creating a good texture map – do in class UV example

**Day 9**
More UV’s
Assign: Modeling of Kitchen Project

**Day 10**
Organic Modeling & tools
Efficient models
Edgeloops
Game (LP modeling)
Model character in class

Assign: Modeling of Kitchen Project

**Day 11**
Nurbs

Assign: Modeling of Kitchen Project
Assign: Ornate table

**Day 12**
Sub Divisional Surface

Assign: New Character
Assign: Texturing of Kitchen Project

**Day 13**
Advance Deformers (Using other objects to deform)
Assign: Texturing of Kitchen Project

**Day 14**
Final Due