ART/CSC/FST 320: COMPUTER ANIMATION  
4:00-5:15 p.m. T R, BR 165

Dr. Eric Patterson  
BR 114, Office Hours 10:00 a.m. – 12:00 p.m., TWR or by appointment  
962-7701  
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Course Description: An introduction to the artistic and technical field of computer animation, including related theory, production, and business. Advanced 3-D modeling, shading, rendering, and character-design skills are developed in conjunction with traditional story, animation, lighting, and camera methods. Student projects build up to scripted character animations.

Required Materials:  
Access to still and video cameras, writeable CDs, small amount of modeling clay, drawing paper and pencils.

Optional:  
For those with unlimited budgets, your own digital still or video camera as well as firewire drive.

Useful:  

Maya Resource Library by Alias, housed in Randall Library Reserves:

The Art of Maya  
Learning Maya  
Learning Maya | Character Rigging and Animation  
Learning Maya | Dynamics  
Learning Maya | Rendering  
Learning Maya | Games and Interactive  
Maya Cloth Courseware  
MEL Fundamentals Courseware  
Maya Techniques | Patch Modeling for Visual Effects  
Maya Techniques | Rendering 2D Effects in a 3D Environment

Maya Techniques | Integrating a Creature Animation Rig Within a Production Pipeline  
Maya Techniques | Particles for Visual Effects  
Maya Techniques | Understanding Maya Shading Networks  
Maya Techniques | Exploring Advanced Shading Networks  
Maya Techniques | MELBot Wars: Virtual Fighting Robots  
Maya Techniques | Polygon Texturing, Lighting and Shading  
Maya Techniques | RigidBody Simulations for Visual Effects  
Maya Seminars | Optimizing a Production Pipeline: Maya at Meteor Studios 
Maya Techniques | Inside the Maya Architecture

Grade:  
Course will be largely project oriented:

Project 1: Pre-production and short film. (group) 15%  
Project 2: Object modeling. 15%  
Project 3: Character design, modeling, and movement. 15%  
Project 4: Animation short. (group) 20%  
Smaller homework projects (focused on improving basic skills). 15%  
Short quizzes based on readings and class material. 15%  
Class participation, discussion, and presentations. 5%

Etcetera:  
Skills required for this course include computer literacy and a basic understanding of 3-D graphics concepts. Also desirable are artistic and cinematic interests and talent.

Animation work can be very time-consuming, and once a project is “finished,” it still needs to be rendered, assembled, and/or edited. Plan carefully to complete projects in a timely manner.  
Late work will be reduced in grade. There are no make-up quizzes. Please contact me in advance, if possible, if you must miss any graded work.

Attendance is not required but strongly recommended. You are responsible for keeping current with course material and assignments. Class announcements supersede posted material.  
Academic honesty in all your work is required for a passing grade.

This syllabus may be subject to change with reasonable notice.