

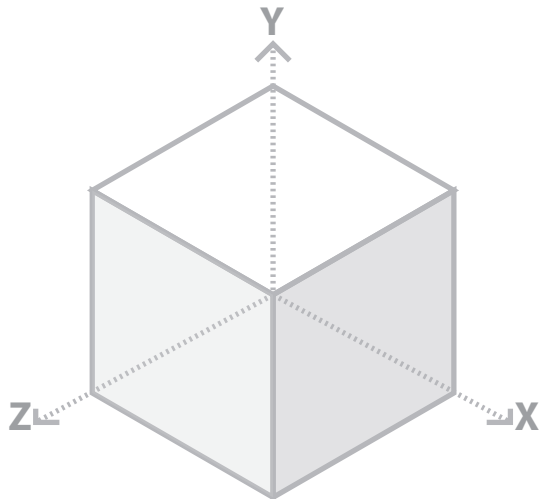
2008 SPRING SEMESTER
60 Carroll Hall
Tuesday and Thursday
09.00-10.50 a.m.

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Office Hours Tuesday and Thursday
01.00-02.00 p.m. and by appointment

JOMC 585

3D Design Studio

Maya for Information Graphics



3D is a powerful tool for creating information graphics. The most advanced 3D program is Maya, the standard in the film, animation, and special effects industries.

In JOMC 585 you will learn the basic tools of Maya (modeling, texturing, lighting, animation and rendering) by completing several information graphics exercises and projects.

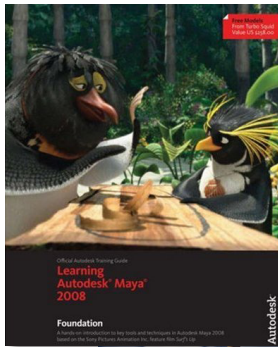
Description and policies

Course description

In 3D Design Studio we will discuss the appropriate use of 3D software for information graphics and visual presentations. We will focus on journalistic narratives but the skills you will learn will be useful for many other purposes. During this class you will learn basic techniques with **Maya 2008**, one of the standard tools for video games, special effects and animation movies.

It is very important to remember that **attendance is required** (unexcused absences will affect your final grade) and deadlines are absolute. If you need to miss a class, it is your responsibility to tell me in advance and to make up the work.

I expect that you will conduct yourselves within the guidelines of the UNC-CH Honor Code. All work must be completed with the high level of honesty and integrity that this University demands.



Required reading

Learning Autodesk Maya 2008
Autodesk Maya Press, Sybex (2007)

Suggested readings

Mastering Maya 8.5
John Kundert-Gibbs - Sybex (2007)

Macromedia Flash Professional 8 Hands-On Training
James Gonzalez - Peachpit Press (2005)



Items to purchase

USB flash drive
You must back up your files. Please, remember that you are responsible for this. No deadline can be missed due to loss of data.



Sketchbook, pencils and pens
Any assignment must be sketched before you start working with the computer

Assignments and grading*Grading*

This is a project-oriented course. Therefore, the grading will be based on **two exercises and two projects**.

Components

Exercise 1: Polygon Modeling (textbook)	100
Exercise 2: NURBS Modeling (textbook)	100
Project 1- Genomic Building at UNC-CH	400
Project 2 -Mars Exploration Rover	400
Total	1,000

Scale

Points	Grade
950-1,000	A
920-949	A-
890-919	B+
840-889	B
800-839	B-
770-799	C+
730-769	C
700-729	C-
680-699	D+
630-679	D
600-629	D-
599 and below	F

Notes

Please, be aware that I reserve the right to change grades at the end of the semester in some cases according to class attendance, participation in discussions and the overall quality of your lab exercises.

Assignments and grading

Grading criteria: In-lab exercises and projects

During the semester we will be completing several **lab exercises**. Two of them will be graded but the others will not. The exercises are intended to give you a better understanding of the software and to get you ready you for the **projects**. We will do in-class reviews both of exercises and projects.

Be prepared to work on exercises and projects out of class. You will have time during sessions for hands-on work but that will **never** be enough. Learning 3D is very time consuming. It is your responsibility to organize your time in order to meet the deadlines. Consider your production speed and make plans accordingly. Always work in advance. And remember that I will be available to help you.

There are several expectations that you should meet in order to get a high grade. These are the generic grading criteria I will be using for the projects:

1. Every project must be completed on time
2. News value of the presentation. How much information is given with clearness and accuracy
3. Spatial organization, structure of the elements
4. Quality of the 3D models, lighting and rendering
5. Aesthetic design choices in general
6. Creativity

Out of class exercises

I will be glad to review other out of class exercises if you are interested. We can do this during office hours or by appointment. However, it is very important for you to remember that **these exercises will not be considered whatsoever** for your final grade.

Course calendar

		<i>Discussion</i>	<i>Practice</i>
<i>January</i>	Thursday 10	First day of class - Read the syllabus and the assigned chapters	---
	Tuesday 15	Introduction to the Maya interface and workflow. Basic tasks.	In-lab Exercise
	Thursday 17	Basic techniques: modeling, texturing, lighting I	In-lab Exercise
	Tuesday 22	Basic techniques: modeling, texturing, lighting II	In-lab Exercise
	Thursday 24	Basic techniques: modeling, texturing, lighting III	In-lab Exercise
	Tuesday 29	Basic techniques: modeling, texturing, lighting IV	In-lab Exercise
	Thursday 31	Basic techniques: modeling, texturing, lighting V	In-lab Exercise
<i>February</i>	Tuesday 5	Basic techniques: modeling, texturing, lighting VI	In-lab Exercise
	Thursday 7	Basic techniques: modeling, texturing, lighting VII	In-lab Exercise
	Tuesday 12	Animation, advanced techniques, building Flash graphics I	In-lab Exercise
	Thursday 14	Animation, advanced techniques, building Flash graphics II	Exercises 1 and 2
	Tuesday 19	OUT OF TOWN	Exercises 1 and 2
	Thursday 21	OUT OF TOWN	Exercises 1 and 2
	Tuesday 26	Animation, advanced techniques, building Flash graphics III	In-lab Exercise
	Thursday 28	<i>Due BEFORE class starts: Exercises 1 and 2</i> Animation, advanced techniques, building Flash graphics IV	In-lab Exercise
<i>March</i>	Tuesday 4	Animation, advanced techniques, building Flash graphics V Guidelines for Projects 1 and 2	In-lab Exercise
	Thursday 6	---	Projects

Course calendar

		<i>Discussion</i>	<i>Practice</i>
	Tuesday 11	SPRING BREAK	---
	Thursday 13	SPRING BREAK	---
	Tuesday 18	---	Projects
	Thursday 20	---	Projects
	Tuesday 25	---	Projects
	Thursday 27	---	Projects
<i>April</i>	Tuesday 1	---	Projects
	Thursday 3	<i>Due at the end of class - Project 1</i>	Projects
	Tuesday 8	---	Projects
	Thursday 10	---	Projects
	Tuesday 15	---	Projects
	Thursday 17	---	Projects
	Tuesday 22	<i>Due at 9.30p.m. - Project 2</i>	Projects
	Thursday 24	Discussion - Projects	---

Project 1

The Genomic Science Building at UNC-Chapel Hill

You will create an animated infographic on the new Genomic Science Building, located in the old Bell Tower parking lot, which will open in January 2010 after years of planning. The \$80 million building is part of UNC-CH's plan to be a leader in science research. Your graphic will include a 3D model of the building, cutaways to show the main facilities, etc.

This project is due on April 3 at the end of class

Project 2

Mars Exploration Rovers

In this project you will model one of the Mars Exploration Rovers and create a 30 seconds - 1 minute animation of the device exploring the surface of the Red Planet. Your animation will be part of a documentary movie developed by a company such as National Geographic or Discovery Channel. Your project will not include sound or a narration, as we are assuming that a reporter will take care of those elements.

This project is due on April 22 at 9.30p.m.

