APTECH 65 Course Outline as of Summer 2015

CATALOG INFORMATION

Dept and Nbr: APTECH 65   Title: ADV. 3D ANIMAT. WKSHP.
Full Title: Advanced 3D Animation Workshop
Last Reviewed: 10/8/2018

Units			Course Hours per Week		Nbr of Weeks	Course Hours Total	
Maximum	4.00		Lecture Scheduled	3.50	17.5	Lecture Scheduled	61.25
Minimum	4.00		Lab Scheduled	1.50	8	Lab Scheduled	26.25
			Contact DHR	0		Contact DHR	0
			Contact Total	5.00		Contact Total	87.50
			Non-contact DHR	0		Non-contact DHR	0

Total Out of Class Hours: 122.50   Total Student Learning Hours: 210.00

Title 5 Category: AA Degree Applicable
Grading: Grade or P/NP
Repeatability: 00 - Two Repeats if Grade was D, F, NC, or NP
Also Listed As:
Formerly:

Catalog Description:
This class focuses on animation production for professional portfolio development using Autodesk 3ds Max and other complementary software. Students work individually or collaboratively to develop complex 3D (three dimensional) models, textures, visual effects and animations. This course also includes an investigation of career options, and enables students to produce demonstration reels showcasing their specific skills.

Prerequisites/Corequisites:
Course Completion of APTECH 64 and Course Completion of APTECH 63

Recommended Preparation:

Limits on Enrollment:

Schedule of Classes Information:
Description: This class focuses on animation production for professional portfolio development using Autodesk 3ds Max and other complementary software. Students work individually or collaboratively to develop complex 3D (three dimensional) models, textures, visual effects and animations. This course also includes an investigation of career options, and enables students to

produce demonstration reels showcasing their specific skills. (Grade or P/NP)
Prerequisites/Corequisites: Course Completion of APTECH 64 and Course Completion of APTECH 63
Recommended:
Limits on Enrollment:
Transfer Credit: CSU;
Repeatability: Two Repeats if Grade was D, F, NC, or NP

ARTICULATION, MAJOR, and CERTIFICATION INFORMATION:

AS Degree:	**Area**		Effective:	Inactive:
CSU GE:	**Transfer Area**		Effective:	Inactive:
IGETC:	**Transfer Area**		Effective:	Inactive:
CSU Transfer:	Transferable	Effective: Spring 2011	Inactive:	
UC Transfer:		Effective:	Inactive:	

CID:

Certificate/Major Applicable:
Major Applicable Course

COURSE CONTENT

Outcomes and Objectives:
Upon completion of the course, students will be able to:
1. Prepare a list of desired jobs and provide relevant supporting materials (e.g. renderings, model sheets, etc.) to qualify for animation production in these areas.
2. Present class project proposals in a simulated professional environment.
3. Develop production schedules, prioritize tasks, and adhere to deadlines.
4. Produce character sheets, storyboards, animatics and other project development materials specific to a chosen project and/or area of specialization.
5. Use appropriate software to fulfill individual and group project functions (e.g. modeling, rigging, texturing, animating, etc.).
6. Participate in class critiques of student work.
7. Incorporate appropriate suggestions to improve work.
8. Conduct animation industry job searches and identify potential employers.
9. Use video editing and DVD authoring software to create demonstration reels of work.
10. Prepare additional application materials (resumes, shot breakdowns, etc.) to complete a self-promotion package.
11. Participate in a final portfolio review event.
12. Repeating students will:
 a. Expand portfolios to include additional areas of expertise.
 b. Develop projects with new application features and toolsets related to new software releases.
 c. Increase the level of complexity and sophistication of projects.

Topics and Scope:

I. 3D animation industry analysis

A. Job titles and responsibilities
B. Company size: generalists vs. specialists
C. Demo reel survey: appropriate elements for specific jobs
II. Class pipeline overview
A. Design visualization
B. Pre-production
C. Production
D. Post-production
E. Production break down and scheduling
III. Survey of available software: appropriate uses and best practices
A. 3ds Max
B. Mudbox
C. Motion Builder
D. After Effects
E. Premiere Pro
F. Photoshop
G. Plugins
IV. Project categories and guidelines
A. Visual Development
1. Character and set design
2. Layout/scene design
3. Lighting design
4. Visual effects design
5. Storyboarding/animatics
B. Modeling/Texturing
1. Organic
2. Hard-surface
3. Characters
4. Architectural and environmental
5. Product
C. Rigging and controls
1. Biped and plugins
2. Custom rigs and user interfaces
3. Maxscript
D. Animation
1. Character
a. animating to storyboards and video reference
b. lip-synching to dialogue tracks
2. Environments and motion graphics
E. Visual effects and compositing
1. Multipass rendering
2. Greenscreen compositing
3. Motion matching and tracking
4. Real-time compositing
V. Project development presentations
A. Pitch sessions
B. Classroom job interviews and team selection
C. Ongoing project critiques
VI. Vocational preparation
A. Survey of employment opportunities
B. Application materials development
C. Demo reel design and execution

1. Editing basics
2. DVD authoring
VII. Final Portfolio Review

Repeating students will expand focus on topics IV, V, or VI in order to:
 a. Expand portfolios to include additional areas of expertise.
 b. Develop projects with new application features and toolsets related to new software releases.
 c. Increase the level of complexity and sophistication of projects.

Assignment:

1. Job application class project: Students submit an application, including samples of their work, for typical 3D animation job titles (e.g. modeler, animator, etc.).
2. Develop and pitch a project proposal.
3. Project development materials/elements (e.g., storyboards, animatics, meshes, character test, test animations/renderings, etc.).
4. Project reviews: ongoing class critiques of project development materials.
5. Vocational survey of job opportunities.
6. Develop and create a demo reel.
7. Employment application package, including cover letter, resume, demo reel, shot breakdown sheet and other supplemental materials.
8. Final Project: the completed group and/or individual projects will be screened at a final portfolio review event.
9. Repeating students will:
 a. Expand their portfolios to include additional areas of expertise.
 b. Develop projects with new application features and toolsets related to new software releases.
 c. Increase the level of complexity and sophistication of their projects.

Methods of Evaluation/Basis of Grade:

Writing: Assessment tools that demonstrate writing skills and/or require students to select, organize and explain ideas in writing.

Project proposal, employment application package & vocational survey	Writing 10 - 20%

Problem Solving: Assessment tools, other than exams, that demonstrate competence in computational or non-computational problem solving skills.

Project development materials/elements	Problem solving 10 - 20%

Skill Demonstrations: All skill-based and physical demonstrations used for assessment purposes including skill performance exams.

Project reviews of development materials/elements; final project, demo reel, employment package	Skill Demonstrations 60 - 80%

Exams: All forms of formal testing, other than skill
performance exams.

None	Exams 0 - 0%

Other: Includes any assessment tools that do not logically
fit into the above categories.

None	Other Category 0 - 0%

Representative Textbooks and Materials:
Inspired 3D Short Film Production, Jeremy Cantor and Pepe Valencia, Course Technology, Inc.
2004
The Animator's Survival Kit, Revised Edition, Richard Williams, Faber & Faber Limited 2009
Instructor prepared materials