

EAE 4900-003 Advanced 3D Modeling

Instructor: Gabriel Olson

University Of Utah

Location: M Lib 1735

Days: Monday

Time: 2-5pm

Email: gabe.olson@eae.utah.edu

Course Description: This class is meant to be a continuation of the modeling techniques learned in the EAE 3600 3d modeling course. The class will focus on both lecture and training to not only teach students how to understand the 3d modeling process, but to become fluent in the production aspect as well. Efficient modeling, clean topology and the importance of edge flow are part of what will be emphasized. During the course students will complete 3 high-poly modeling projects in both hard and organic formats. Students will select their projects from set parameters and collect reference images to complete their unique project. The focus will be on creating potential portfolio worthy finished products. Three smaller projects will also be introduced to the students to supplement the main projects. These projects will simulate industry assignments and set up students for successful completion of main projects. Along with lectures, most classes will begin with an on hands modeling project working along with the professor to introduce workflow techniques and drive individual learning and development.

Course Objectives: .

- Gain proficiency in Maya beyond an intermediate level.
- Develop critical problem solving skills as to the approach of 3d Design
- Create industry standard 3d models using Maya.
- Apply Anatomy/Real world knowledge in creating models.
- Utilize different hard surface and organic modeling techniques.
- Develop self critical “artistic eye” as it pertains to identifying proper and efficiently created 3d models.
- Students will learn techniques to share and or display their work in a manner that would be suitable for an industry portfolio.
- Give and take critique in a class setting.
- Understanding of how to create a simple lighting setup and render a finished product.
- Understand proper edge flow and creation methods.

Attendance: It is very important that students attend all class as a lot of information will be given during class exercises and demos. If a class is missed it is the student's responsibility to get class information from their fellow students.

Changes: This course syllabus is subject to change as needs arise or to accommodate guest speakers. It is the responsibility of individual students to keep up to date on changes.

Contact: Gabe.olson@eae.uta.edu

Required Materials: N/A

Software: Maya, Photoshop

COURSE GRADING: 100 %

Attendance and Participation:	20 %
Flash Project 1:	5 %
Project 1:	20 %
Flash Project 2:	5 %
Project 2:	20 %
Flash Project 3:	5 %
Project 3:	20 %
Midterm Quiz:	5 %

Grading Scale

A	93-100
A-	90-92.9
B+	87-89.9
B	83-96.9
B-	80-82.9
C+	77-89.9
C	73-76.9
C-	70-72.9
D+	67-69.9
D	63-66.9
D-	60-62.9
F	0-59.9

Week 1, Aug 21st

- Class introductions
- Syllabus review
- Speed modeling
- Introduction to basic Maya tools
- Nurbs vs Polygons vs Subds
- Intro: Flash-Project #1 - Prop
- HW: Model first Flash Project

Week 2, Aug 28th

- Speed model
- Due: Flash Project #1
- Research and planning
- Blocking Out
- Critique: Flash Project #1
- Intro: Project #1 Prop
- HW: Gather references for first project

Week 3, Sept 4th - Labor Day

- Begin block out of Project #1
- Post update to Slack Group for class critique

Week 4, Sept 11th

- Speed model
- Rendering Techniques
- Critique: Project #1
- HW: Complete and Polish Project #1

Week 5, Sept 18st

- Speed model
- In-class demo
- Project #1 Due
- Intro: Flash-project #2 vehicle

Week 6, Sept 25th

- Speed model
- In-class demo
- Take home research Quiz #1
- Due: Flash-project #2
- Intro: Project #2 vehivle
- HW: Gather reference images

Week 7, Oct 2nd

- Speed model
- In-class demo
- Critique reference images for project #2
- HW: begin block out and modeling of project #2

Week 8, Oct 9th

- FALL BREAK

Week 9, Oct 16th

- Speed model
- In-class demo/lecture
- Critique: Project #2
- HW: Continue modeling project #2

Week 10, Nov 2nd

- Speed model
- In-class demo/lecture
- Critique: Project #2
- HW: Polish and finish Project #2

Week 11, Nov 9th

- Speed model
- In-class demo/lecture
- Due: Project #2
- Intro: Flash-project #3 Stylized Character
- HW: Model Flash-project #3

Week 12, Nov 16th

- Speed model
- In-class demo/lecture
- Due: Flash-project #3 Stylized Character
- HW: Collect reference images for Project #3

Week 13, Nov 23rd

- Speed model
- In-class demo/lecture
- Critique: Reference images for Project #3
- HW: Begin Block out and Model

Week 14, Dec 1st

- Speed model
- In-class demo/lecture
- Critique: Project #3
- HW: Continue Modeling

Week 15, Dec 8th

- Speed model
- Critique: Project #3
- HW: Finish final project. Package files and prepare for final presentation.

Week 16,

- Show off final projects and submit all project files with final written postmortem.

ADA Statement: The University of Utah seeks to provide equal access to its programs, services and activities for people with disabilities. If you will need accommodations in the class, reasonable prior notice needs to be given to the Center for Disability Services, 162 Union

Location: (810) 581-5020 (V/TDD). CDS will work with you and the instructor to make arrangements for accommodations.

Faculty and Student Responsibilities: All students are expected to maintain professional behavior in the classroom setting, according to the Student Code, spelled out in the Student Handbook. Students have specific rights in the classroom as detailed in Article III of the Code. The Code also specifies proscribed conduct (Article XI) that involves cheating on tests, plagiarism, and/or collusion, as well as fraud, theft, etc. Students should read the Code carefully and know they are responsible for the content. According to Faculty Rules and Regulations, it is the faculty responsibility to enforce responsible classroom behaviors, beginning with verbal warnings and progressing to dismissal from class and a failing grade. Students have the right to appeal such action to the Student Behavior Committee.

Non-Contract Note: The syllabus is not a binding legal contract. The instructor may modify it when the student is given reasonable notice of the modification.

Plagiarism Software Policy: Your professor may elect to use a plagiarism detection service in this course, in which case you will be required to submit your paper to such a service as part of your assignment.

Copyright Notice: By participating in this course, students allow the instructor and the university to use materials submitted to the class for educational use, including but not limited to presentations and research conducted by the instructor.

Accommodation Policy: The instructor shall offer no accommodation based on class content. Students must learn to negotiate personal beliefs with objectionable in a professional manner. Should students require assistance in this they may solicit informal advice from the instructor, however no formal exceptions nor accommodations shall be provided for content.

Texts: N/A

