

Bergen Community College  
Division of Arts and Humanities  
Department of Visual Arts

**ART-293 3 Dimensional Animation II**

Date of Most Recent Syllabus Revision: 12/2001

Course Typically Offered: Every Semester

Instructor: Francis Schmidt  
Office Location: West 317 Heights  
Office Hours: Monday 1-2PM, Tuesday 1-2 PM and Thursday 1-2 PM  
Phone: 201.493.3533  
Email Address: fschmidt@bergen.edu  
Class Meeting Time and Location: Fridays 1:45\_5:50 in West 317

**Course Description**

Official Catalog Course Description

This course continues the study of state-of-the-art 3D animation, while concentrating on advanced technique and the integration of other computer graphic hardware/software in producing student work. Course work emphasizes the development of realistic and/or stylized visuals, as well as eye-catching special effects. Demo reels and business practices are included in the class work and discussion. Lecture (2.00), Laboratory (2.00). Prerequisite: ART-192

**Student Learning Objectives:**

Upon completion of the course, students should be able to master the tools, interface, and 3d animation capabilities of industry standard software, identify key components of 3d graphics production, critically evaluate (aesthetically and technically) their own work and the work of others, and propose, design and create complex 3d graphic and photographic images on the computer.

**Means of Assessment**

Assessment in this course will be based on the quality of student art projects.  
Projects will be focused on demonstrating particular skills delineated in the Course Content Section.

**Course Content**

The course will include lectures/demonstrations, studio time and both one on one and group critiques.

Major topics in any instructor's individual course guide must include:

Rendering output for video playback  
Character animation technique  
Physics and simulation  
Particles for fluid effects  
Software maintenance of projects

**Course Texts and/or Other Study Materials**

Students must have in each class session access to media in order to save and back up course work. BCC is not responsible for student work left on workstations.

The software and training materials used in class are available to students at no charge for academic use. They can be downloaded from the manufacturers website, and are also available in the freetime labs.

**Grading Policy**

The Grades in this course are base primarily on the class projects. Each project poses specific technical and creative challenges and will be graded as follows:

Grade of A: This project shows originality in its approach, and the mastery over technical skills as well as diligence and attention to detail in all phases of execution. An A project exceeds the expectations of the instructor. In order to achieve this high level substantial work must be done in free lab hours and class time must be used effectively. This project will reflect an independent commitment to and interest 3d animation on the part of the student. In short the A grade is reserved for the best work in the class.

Grade of B: This project is fully completed and shows technical competence as well as solid design decisions. The project fulfills all of the requirements of the assignment.

Grade of C: This project is completed in a sloppy fashion. The project will demonstrate a weak grasp over relevant techniques and it lacks creativity or cohesiveness.

Grade of D: This project is only partially complete or does not address the requirements of the assignment.

Grade of F: Project is not handed in or fails to demonstrate engagement with the subject matter of the course.

## Attendance Policy

### BCC Attendance Policy:

All students are expected to attend punctually every scheduled meeting of each course in which they are registered. Attendance and lateness policies and sanctions are to be determined by the instructor for each section of each course. These will be established in writing on the individual course outline. Attendance will be kept by the instructor for administrative and counseling purposes.

## Course Calendar

Week	Topic/Activity	Assignments/Events
1	Flying Logos	Project 1 - Flying Logo
2	Rendering for video playback	Continue Project 1
3	Character Animation Refresher	Continue Project 1
4	Using rigs for character control	Finish Project 1 - Critique
5	Enveloping and weight painting	Project 2 - Character Animation
6	Physics and hair simulations	Continue Project 2
7	Clothing	Continue Project 2
8	Issues related to character animation	Continue Project 2
9	Rigid Body Dynamics	Continue Project 2
10	Review	Finish Project 2/Critique
11	Particle simulations	Final Project assigned
12	Special Rendering technique	Continue Final Project
13	Special Rendering technique	Continue Final Project
14		Final Critique

**Note to Students:** This Course Outline and Calendar is tentative and subject to change, depending upon the progress of the class.