

ORIGINAL COURSE IMPLEMENTATION DATE:

REVISED COURSE IMPLEMENTATION DATE:

COURSE TO BE REVIEWED (six years after UEC approval): February 2028

September 2022

Course outline form version: 06/18/2021

OFFICIAL UNDERGRADUATE COURSE OUTLINE FORM

Note: The University reserves the right to amend course outlines as needed without notice.

Course Code and Number: MEDA 370		Number of Credits: 3 Course credit policy (105)				
Course Full Title: 3D Modeling and Animation II Course Short Title:						
Faculty: Faculty of Humanities		Department (or program if no department): Media Arts				
Calendar Description:	l					
Students explore more advanced concepts and techniques used in digital 3D content creation. Topics include character modeling, rigging, character lighting, and character animation. Utilizing industry-standard software and techniques, students produce a fully-rigged character ready for use in a game engine, animated cartoon, or motion capture.						
Prerequisites (or NONE):	MEDA 270.					
Corequisites (if applicable, or NONE):						
Pre/corequisites (if applicable, or NONE):						
Antirequisite Courses (Cannot be taken for additional credit.)		Course Details				
Former course code/number:			Special Topics course: No			
Cross-listed with:	Cross-listed with:		(If yes, the course will be offered under different letter designations representing different topics.)			
Equivalent course(s):			Directed Study course: No			
(If offered in the previous five years, antirequisite course(s) will be			Grading System: Letter Grades			
included in the calendar description as a note for the antirequisite course(s) cannot take this						
To the anthogalous source(s) carmot take time source for farther croate,			Delivery Mode: May be offered in multiple delivery modes Expected frequency: Annually			
Typical Structure of Instructional Hours			Maximum enrolment (for information only): 32			
Lecture/seminar		15	, , ,			
Tutorials/workshops		15		Prior Learning Assessment and Recognition (PLAR)		
Supervised laboratory hours (computer lab)		15	PLAR is available for this course.			
			Transfe	er Credit (See bctransfe	erguide.ca.)	
L	Total hours	s 45	Transfer credit already exists: No			
Labs to be scheduled independent of lecture l	hours: 🛛 N	o 🗌 Yes	Submit outline for (re)articulation: No			
				s, fill in <u>transfer credit forr</u>		
Department approval			ı	Date of meeting:	November 26, 2021	
Faculty Council approval				Date of meeting:	December 17. 2021	
Undergraduate Education Committee (UEC) approval				Date of meeting:	February 25, 2022	

Learning Outcomes

Upon successful completion of this course, students will be able to:

- 1. Identify how 3D topology affects deformation in animated characters.
- 2. Create a rigged character suitable for animation, games, and motion capture.
- 3. Apply the principles of animation within character animation.
- 4. Use lighting and surfacing as a look development tool.
- 5. Recognize how 3D software is used within a larger production context.
- 6. Apply self-directed ideation, problem-solving, and project management skills to the creation of 3D content.

Recommended Evaluation Methods and Weighting (Evaluation should align to learning outcomes.)

Assignments: %	Project: 100%	Quizzes/tests: %
%	%	%

Details: Project 1 (33%): Character Modeling. Project 2 (33%): Character Surfacing and Rigging. Project 3 (33%): Animation Test.

NOTE: The following sections may vary by instructor. Please see course syllabus available from the instructor.

Texts and Resource Materials (Include online resources and Indigenous knowledge sources. <u>Open Educational Resources</u> (OER) should be included whenever possible. If more space is required, use the <u>Supplemental Texts and Resource Materials form.</u>)

Туре	Author or description	Title and publication/access details	Year
1. Online resource	Autodesk	Maya Documentation	2013
2. Online resource	Adobe	Substance Documentation	
3.			
4.			

Required Additional Supplies and Materials (Software, hardware, tools, specialized clothing, etc.)

Autodesk Maya, Adobe Photoshop, Adobe Substance Painter.

Course Content and Topics

Unit 1: Character design and modeling.

- Introduction to character design.
- Drafting character sheets for 3D reference.
- Character modeling practices.
- Topology and polygon count.
- Modeling a face.
- Exploring different modeling techniques.
- How topology affects deformation.
- Modeling a torso, appendages, and clothing.

Unit 2: Surfacing a character

- Planning a UV map.
- · UV seams and unfolding practices.
- Character Texturing
- 2D and 3D texture creation.
- UDIMs.
- Material properties.

Unit 3: Character Rigging

- Joints and skin.
- IK & FK controls.
- Rigging and controls.
- Auto rigging techniques.
- Skin Binding
- Defining skin weights.
- Facial rigging, blendshapes, and clusters.
- Animation testing.