
3D Special Effects and Character Animation

ITP 315—Spring 2005 (37390D)—Wed 11am-2pm

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Prerequisite: *ITP 215 or permission by instructor.*

Required Books: 1. *Digital Character Animation 2: Volume 1 – Essential Techniques.* Maestri.
New Riders Publishing. ISBN 1562059300

Required Materials: CD-Rs or CD-RWs for each project, drawing pencils, drawing paper.

WEEK	TOPIC	PROJECT	CHAPTER COVERED
Wk 1 (1/12)	Introduction and course overview.		
Wk 2 (1/19)	About Character animation. Designing and defining characters.	Paper design of character (due wk 3)	Ch 1
Wk 3 (1/26)	Modeling and Surfacing organic objects. Including Heads and Hands.	Modeling and Texture Mapping Project (Due wk 6)	Ch 2, 3
Wk 4 (2/2)	Modeling hands and heads (cont'd)		Ch 4, 5
Wk 5 (2/9)	Speaking with emotion Lip Syncing		
Wk 6 (2/16)	Lip Syncing (cont'd)	Lip Sync Project (Due wk 8)	Ch 10
Wk 7 (2/23)	Giving movement character Bones.		Ch 6, 7
Wk 8 (3/2)	Bones (cont'd)	Body Animation (Due wk 11)	Ch 8, 9
Wk 9 (3/9)	TBD:		
Wk 10 (3/16)	NO CLASS—Spring Break		
Wk 11 (3/23)	Creating storyboards	Final project Storyboard due wk 13 Keyframes due wk 16	handout
Wk 12 (3/30)	Bringing characters to life		handout
Wk 13 (4/6)	Setting the mood. Lighting, camera, lighting effects, lens effects	Storyboard due	
Wk 14 (4/13)	TBD		
Wk 15 (4/20)	Particle systems		
Wk 16 (4/27)	Particle systems (cont'd) Technical issues in animation.	Keyframes due	
Wed 5/4	Presentation and Critique of Final	Final project due	

11am—1pm	Projects		
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GRADING

Drawing	25
Modeling/Texture Mapping Project.....	100
Lip syncing project	75
Body animation project.....	100
Final project storyboard.....	50
Final project keyframes.....	50
<u>Final project</u>	<u>200</u>
TOTAL POSSIBLE.....	600

- Policies
- Students are expected to read and be prepared to discuss all reading materials due for each class session.
 - Make-up policy for exams: In order to make up for a missed exam, the student must provide a satisfactory reason (as determined by the instructor) along with proper documentation. Make-up exams are only allowed under extraordinary circumstances.
 - **Projects:** It is the student’s responsibility to turn in projects on or before deadlines as set by the instructor. Projects are due **AT THE START OF CLASS** on the date due.
 - **Late Projects:** One project may be turned in late; it must be delivered no later than 2 weeks after the original project due date. No other late projects will be accepted.
NOTE: FINAL STORYBOARD, FINAL KEYFRAMES, AND FINAL PROJECT MAY NOT BE TURNED IN LATE.

- Academic Integrity
- The use of unauthorized material, communication with fellow students during an examination, attempting to benefit from the work of another student, and similar behavior that defeats the intent of an examination or other class work is unacceptable to the University. It is often difficult to distinguish between a culpable act and inadvertent behavior resulting from the nervous tension accompanying examinations. When the instructor determines a violation has occurred, appropriate action, as determined by the instructor, will be taken. Cheating of exams results in a course grade of FAIL.
 - Though working together is encouraged, the projects must be your own effort. “Duplicate” projects will all receive a course grade of FAIL and possible referral to the Office for Student Conduct.
 - All students should read, understand and abide by the University Student Conduct Code <http://www.usc.edu/dept/publications/SCAMPUS/governance/gov03.html>

- Students with Disabilities
- Any student requesting academic accommodations based on a disability is required to register with Disability Services and Programs (DSP) each semester. A letter of verification for approved accommodations can be obtained from DSP. Please be sure the letter is delivered to me (or to your TA) as early in the semester as possible. DSP is located in STU 301 and is open 8:30 a.m. - 5:00 p.m., Monday through Friday. The phone number for DSP is (213) 740-0776.