

Visual Communication & Design

Recommended Reading



CINEMA 4D 11 Workshop
by Arndt von Koeningsmarck

<http://www.billsclass.com>

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Office Hours

Monday

4:30 pm - 5:30 pm

Tuesday

8:30 am - 12:00 pm

2:00 pm - 3:00 pm

Wednesday

8:30 am - 9:00 am

10:50 - 12:00 pm

3:10 pm - 5:30 pm

Thursday

8:30 am - 9:00 am

**VCIL
2040**
CRN: 15725

3D Motion

Spring 2010 - 14 Week Session

Wednesdays, 5:30pm - 8:40pm

Room ELA 132

Course Description 3 Credit: 2 Lecture / 2 Lab

Technical and aesthetic fundamentals of 3D motion design and 3D animation. Use of industry standard software to develop 3D animation for broadcast and Internet audience. Projects may include 3 Dimensional motion graphics and animation for information graphics, product visualization, instructional design and environmental visualization. Various topics including 3D modeling, key framing, timeline and camera animation. Introduces basic animation strategies to fulfill 3D motion graphics and visualization concepts.

Prerequisite(s):

VCIL-1640 3D Design or concurrent enrollment; or departmental approval.

Course Objectives:

Upon satisfactory completion of VCIL 2040 - 3D Motion, the student should be able to perform the following outcomes and supporting objectives:

- A. Develop 3D animation for broadcast and Internet audiences.
 1. Describe various 3D animation tools and systems used by 3D visualization industry.
 2. Research animation and motion graphics principles and practices.
 3. Develop thumbnails, storyboards, other preproduction and planning strategies for 3D animation.
 4. Identify technical requirements for development of motion graphics and animation projects.
 5. Explain the relationship between traditional, 2D and 3D animation concepts.
 6. Design 3D models for use in 3D motion graphics application.
 7. Apply basic animation principles to move, rotate and scale objects, lights and cameras to achieve animation strategy.
 8. Create keyframe animations of objects, lights and cameras.
 9. Render animation according to required project specifications for postproduction or final output.

3D Motion

Spring 2010

Grading

Project Checklist

- (m) Bouncing Ball
- (m) Name Animation
 - Walking Cycle**
- (m) Cops & Robbers
 - Exploded View**
 - Logo Motion**

Projects & Grading

(m) = **Micro Projects** (20 points)

Various minor projects and exercises will be required throughout the course of the semester. See Project Checklist.

Project 1: **Walking Cycle** (25 points)

Students will design a simple character animation to explore the Principles of Animation, Hierarchy and Dependencies. The goal of the project is to have a repeating animation of a bipedal walk cycle.

Project 2: **Exploded View** (25 points)

Exploded View: Students will model an existing product and provide an exploding animation of the product. Focus will balance between modeling and animation. Special attention should be given to timing, pace, lighting, staging, environment and composition.

Project 3: **Logo In Motion** (30 points)

Students will develop a motion graphics piece which introduces or promotes an identity. The project will be modeled after a station identification or product logo or bumper, however, students can substitute an identity of their own design.

Extra Credit: **C4D Cafe Challenge** (10 points)

All students are welcome to earn extra credit by participating in any C4D Cafe Challenge. Challenge entries must conform to the rules established by the contest moderators and should be submitted prior to the final session of class. You can find the challenge entry at the following URL: <http://www.c4dcafe.com/ipb/index.php?showforum=148>

Grading Scale

A: 90+ B: 80+ C: 70+ D: 60+ F: 59-

Course Schedule

Feb 3	Session 1	Intro to Cinema 4D Interface & Animation
Feb 10	Session 2	Timeline, Keyframes & F-Curves
Feb 17	Session 3	Intro to Staging Logo
Feb 24	Session 4	Principles of Animation
March 3	Session 5	Walking Cycle
March 10	Session 6	Spring Break
March 17	Session 7	Walking Cycle: Due & Exploded View Idea
March 24	Session 8	Exploded View Modeling & Production
March 31	Session 9	Video Compositing & <i>Post Production</i>
April 7	Session 10	Exploded View Modeling Due & Logo Project Kickoff
April 14	Session 11	Refined Preproduction & Proof of Concept
April 21	Session 12	Production
April 28	Session 13	Production & Render
May 5	Session 14	Presentation

Course & Department Requirements

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Email Requirements: All students are required to check Tri-C student email on a regular basis or forward the Tri-C email to a personal account. Email is my preferred method of contact.

Attendance and Participation:

In this course, attendance and participation are not directly factored into the grading criteria, however, excessive absences or tardiness will inevitably undermine the success of your performance in class. All presentations, lectures, demonstrations and discussions are unique and can not be replicated. You are responsible for making up any missed content independently. Late projects will be reduced by 10%.

Assignments & Projects:

Assignments are required to be completed both in and out of class and with the assistance of supplemental Web material. Students are required to use the Technology Learning Center located on the third floor of the ESS building as needed. Assignments are due on time as described by the course schedule. Late assignments will be reduced by 10%. Assignments are to be completed and prepared for presentation prior to the start of the class on the day they are due.

Classroom & Course Policies

Student will refrain from any disruptive behavior in the class and VC&D department areas.

When attending class, students should be prepared to be productive and engaged in classroom activities.

Students should refer to the College Student Handbook for policies governing this class. <http://www.tri-c.edu/studenthandbook/default.htm>. Copies of the College Student are available and can be obtained from the Office of Admissions and Records.

Students who require adaptive or special needs because of disability or medical condition, please contact the instructor, counselor or Access representative as soon as possible, so that appropriate arrangements can be made.

No food or drink will be permitted in class at any time.

The lab is a public space. Keep it clean, safe and free of distraction.

Do not access or copy files and folders that do not belong to you.

Check the College Catalog for last day to withdraw from this course. Students who fail to withdraw themselves from class by this date will result in a failing grade for the course. Withdrawing from a class must comply with appropriate protocol and procedures set forth by the college. A student's failure to attend classes shall not constitute an official withdrawal.

If you have any questions or concerns about the information in this syllabus, please contact the instructor.



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