



FACULTY OF MEDIA ARTS

MAYA Project : Cityscapes & Urban Environments

Practical Coursework: Technical Components

Semester 1

Complementary Media: Technical Component / Issues in Media Arts

Lecturer: Christopher Shaw (Full time/ Part-time)

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Pathways: Animation Art

Subject: Level 1 – MAYA (Technical Component)

Date: August 2007

Number of assignments: 4

Class Description:

This class is an introduction to computer animation, which aims to create a solid technical foundation in 3d animation software (MAYA).

The class will cover all basic concepts and technical knowledge in order to model, texture, light, stage (camera) and render a generic urban environment. Using brainstorming techniques students will source for reference material to produce concepts boards and design their own urban environment. Finally, the students will produce a 30 second (PAL Resolution) animation based in their individual design.

The class is broken down into 4 stages:

1. Concept and Design (week 1 - 3)
2. Blocking and Camera Moves (week 4 - 5)
3. Modeling, Light and Texturing (week 6 - 11)
4. Final Rendering (week 12)

The Learning Objectives:

The objective of this class is to introduce students to 3d Animation tools and equip them with the necessary skills and working practices to design, model, texture, light and stage (camera) a detailed urban environment.

On successfully completing this class, students will have learnt the technical theory and implemented the following:

1. Overview of MAYA Interface
2. Basic Polygon and NURBS Modeling
3. UV Mapping
4. Creating and Applying Textures
5. Creating and Manipulating Lights
6. Creating and Manipulating Cameras
7. Basic Animation Tools
8. Rendering and Output of Files
9. Project Management

10. File Management

Reading list:

There are no specific books. Students will be able to download online tutorials and reference material to support the class from <http://www.fridgemonsters.com>

In addition, students are encouraged to make use of the following references for conceptualisation purposes:

movies:

- Nightmare Before Christmas (Tim Burton)
- Castle in the Sky (Hayao Miyazaki)
- BladeRunner (Ridley Scott)
- MirrorMask (Neil Gaiman & Dave McKean)
- Moulin Rouge (Baz Luhrmann)
- The Fifth Element (Luc Besson)
- Betty Blue (Jean-Jacques Beineix)
- Corpse Bride (Tim Burton)
- Metropolis (Fritz Lang)
- Metropolis (Osam Tezuka)
- Robots (Chris Wedge)

websites:

http://en.wikipedia.org/wiki/list_of_architects

Assignments:

This class will contain 4 assignments. The initial 3 assignments are focused on the conceptualisation and production of a 30 second animation of a 3d urban environment.

The final assignment is the delivery of a fully rendered (models, textures, lights, camera moves and cuts, editing, audio) animation.

Submission Formats: (see Schedule and Deadlines below) :

Each student is required to individually submit the following.

1. A clearly labeled & covered A1 Concept Board and Written Proposal (Week 3)
 - Written Proposal 100 words (see proposal document)
2. 750 frame Playblast file – (Week 5)
 - Resolution : 360 * 240 pixels (eg. student_id_blocking.mov)
3. 750 frame rendered single QuickTime (.mov) file – (Week 7)
 - Resolution : 360 * 240 pixels (eg. student_id_lowres.mov)
4. A single clearly labeled and packaged Mac formatted CDROM containing the following (Week 12)
 - All Project Folders
 - All Project Files (scenes, textures etc)
 - Final Project : Edited with Audio (tbc)
 - Resolution : 768 * 576 pixels (eg. student_id_blocking.mov)
 - A Folder at the root level named "print" containing minimum 3 high quality jpeg images from your final animation.
 - Resolution : 2048 * 1536 pixels. (eg. student_id_01.jpg)

Please ensure all your work is clearly labeled with your student id number. CDROM submissions containing multiple students will be rejected.

Assignment Schedule and Deadlines:

Planning

Reference Board & Written Proposal [Presentation] : Week 3

Blocking and Camera Action : Week 5

Production

City Modeled & Low-Res Rendering/Vehicle Design [Presentation]: Week 7

Texturing and Lighting : Week 9

Vehicle Modeling : Week 11

Final Rendering : Week 12

Final [Presentation] : Week 13

Assessments criteria

(Please refer to grading guideline in Student Handbook / Student Portal)

Class Participation and Attendance	tbc
Presentation Skills	tbc
Concept and Design	tbc
Project Report	tbc
Final Project	tbc

Lecturer reserves the right to change the course content.