

# GAME 125 – Modeling and Animation

UNM Valencia, Game Design and Simulation

updated 1-2019

Spring 2019

Tuesday | Thursday, 1:30pm – 2:45pm

**Instructor: Jonathan Morrison**

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Campus Office Hours:    Monday & Wednesday    10:30-12:00  
   Tuesday & Thursday    10:30-12:00  
   Also by appointment  
   B&T 110

Office: Business & Technology Room 105C

## Course Description

This course focuses on modeling techniques using 3d studio max and how to properly prepare a model for engine implementation.

## Objectives

- Explain the fundamentals of project management
- Learn and become familiar with the 3d Studio Max interface
- Learn modeling ideals such as subdivision, box and organic modeling
- Develop an understanding of modeling constraints required by different projects
- Develop, arrange, and refine projects to include in a Game Design portfolio

## Required Text - Optional

None

## Student Responsibilities/Attendance/Participation

### Student Responsibilities:

- Students must have basic computer and file management skills for all GAME courses. Custom tutoring services are available through the TLC. Required pre/co requisite is IT 101: Computer FUNdamentals. Students that fall behind due to lack of basic computer skills will be dropped.
- Bring a USB Flash Drive (at least 32 GB) to every class. Make sure it is clearly labeled with your name on it.
- Have access to the required text(s) and other subscriptions as required
- If you have a disability, please inform me of your needs as soon as possible to ensure that your needs are met in a timely manner.
- Cell phones need to be muted during class times. If you must receive a call, leave the lab before you answer. No phone conversations in the studio. No web browsing, email, or text messaging during lectures, demos, discussions, or critiques.
- **COMPUTERS WILL BE OFF DURING ALL CRITIQUES!!!**

### Attendance/Participation:

- Students are required to complete all projects on time, participate in scheduled critiques/class discussions/presentations, and maintain a safe, respectable, positive lab environment.
- Students are required to attend class, arrive on time, remain present until the end of class, and be prepared for each day's work. More than three absences without prior consultation may result in a failing grade or a drop from the class. Leaving early or arriving late three times results in one absence.
- If you have not attended class for two consecutive class periods and have made no attempt to call/email/IM/contact me, you WILL be dropped.
- Students who do not attend the first week of class will automatically be dropped.

## Grading Policy

### Grading:

- Grading is based on a timely completion of course assignments, the quality of individual technical and critical development, conceptual progress, personal commitment and the ability to work in a community studio setting. Personal commitment involves regular attendance, consistent effort, completion of work, participation in presentations, critiques and class discussions, and the general willingness to try. Make each project meaningful to yourself!
- Each assignment will culminate in a presentation, which will consist of discussing your work and/or projecting your completed work in class for all to see. All due dates will be announced in Blackboard, as well as on the syllabus. No full credit will be given for any late work. If an assignment is not presented on time, an automatic 0 will be issued. You will need to make arrangements with me if you are planning to make-up the work, and a fair grade will be issued once the work has been submitted, presented, and critiqued, minus an automatic one letter grade deduction.
- Incompletes are rarely issued. If 75% of the semester's work/projects/deliverables and participation/attendance have been completed with a satisfactory grade, and incomplete may be issued.



**Title IX Statement:**

A Note About Sexual Violence and Sexual Misconduct: As a UNM faculty member, I am required to inform the Title IX Coordinator at the Office of Equal Opportunity (oeo.unm.edu) of any report I receive of gender discrimination which includes sexual harassment, sexual misconduct, and/or sexual violence. You can read the full campus policy regarding sexual misconduct at <https://policy.unm.edu/universitypolicies/2000/2740.html>. If you have experienced sexual violence or sexual misconduct, please ask a faculty or staff member for help or contact the [LoboRESPECT Advocacy Center](#).

## Course Schedule

**Spring 2019:**  
Semester begins January 14  
Semester ends May 11  
**HOLIDAYS:**  
Spring Break: March 11-15

Dates	Schedule	Projects
<u>Week 1</u>	<ul style="list-style-type: none"> <li>● Introductions</li> <li>● Review Syllabus</li> <li>● Review Learn.unm.edu</li> <li>● Equipment Overview</li> <li>● Supplies Overview</li> </ul>	
<u>Week 2</u>	<ul style="list-style-type: none"> <li>● Lecture: Modeling</li> <li>● Build a room and fill it</li> </ul>	
<u>Week 3</u>	<ul style="list-style-type: none"> <li>● Lecture: Modeling a basic object</li> <li>● Creating Alleyway</li> </ul>	Project 1: Alleyway
<u>Week 4</u>	<ul style="list-style-type: none"> <li>● Lecture: Basic full scene construction</li> <li>● Turn in Project 1</li> <li>● Ball bounce project</li> </ul>	Project 2: Ball Bounce Project
<u>Week 5</u>	<ul style="list-style-type: none"> <li>● Modeling from a box</li> <li>● Turn in Project 2</li> </ul>	<i>Project 3: Model a ship from box</i>
<u>Week 6</u>	<ul style="list-style-type: none"> <li>● Lecture: Model ship from concept</li> <li>● Turn in Project 3</li> </ul>	Project 4: Model a ship from concept with hanger
<u>Week 7</u>	<ul style="list-style-type: none"> <li>● Lecture: How to UV an object for texturing</li> </ul>	
<u>Week 8</u>	<ul style="list-style-type: none"> <li>● Lecture: Animation on a path</li> <li>● Turn in Project 4</li> </ul>	Project 5: City ship paths
<u>Week 9</u>	<ul style="list-style-type: none"> <li>● Work on and Turn in Project 5</li> </ul>	

<b><u>Week 10</u></b>	<ul style="list-style-type: none"> <li>• Lecture: Intro to CAT</li> <li>• Create a dance</li> </ul>	<i>Project 6: Use CAT to animate a dance of your choice</i>
<b><u>Week 11</u></b>	<ul style="list-style-type: none"> <li>• Work on and Turn in Project 6</li> </ul>	
<b><u>Week 12</u></b>	<ul style="list-style-type: none"> <li>• Lecture: How dynamics are used</li> </ul>	<i>Project 7: Dynamics project</i>
<b><u>Week 13</u></b>	<ul style="list-style-type: none"> <li>• Lecture: Model expectations – How to maintain a required polycount without converting to triangles</li> <li>• Turn in Project 7</li> </ul>	Final Project
<b><u>Week 14</u></b>	<ul style="list-style-type: none"> <li>• Work time</li> </ul>	
<b><u>Week 15</u></b>	<ul style="list-style-type: none"> <li>• Work time</li> </ul>	
<b><u>Week 16</u></b>	<ul style="list-style-type: none"> <li>• <b>Final Project presentations</b></li> <li>• <b>Final Exam</b></li> </ul>	<b><i>Final Project</i></b>