GAME 250 – Character and Creature Modeling

UNM Valencia, Game Design and Simulation
Fall 2018
Tuesday | Thursday, 1:50pm – 3:30pm
Instructor: Jonathan Morrison
jonmorri@unm.edu

Campus Office Hours: Monday & Wednesday 10:00 - 11:45
Tuesday & Thursday 10:00 - 11:45
Also by appointment
B&T 110
Office: 505-925-8722
Cell: 575-805-6921

Course Description

Go through the process of concepting, modeling, texturing, and rendering a character in 3ds Max.

Objectives

- Demonstrate a competency in understanding how to use basic shapes to model complex ones
- Demonstrate a competency in creating complex materials
- Demonstrate a competency in rendering portfolio style turntables
- Demonstrate a competency in creating a 3d character from start to finish

Required Text

None

Student Responsibilities/Attendance/Participation

Student Responsibilities:
Students must have basic computer and file management skills for all DMA 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 2 GB) to every class. Make sure it is clearly labeled with your name on it.
- Have a UNM email to access Blackboard:
  - Students will access supplemental information, class agenda/syllabus, and their grades through Blackboard at https://learn.unm.edu. Just enter your NetID and your password. You must set-up a UNM email account (https://netid.unm.edu) if you do not already have one.
- 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!!!
UNM Email/Black Board Learn Access:
Beginning Fall 2015 semester, all UNM-Valencia students will need a UNM Net ID which can be created by going to: http://it.unm.edu/accounts/. UNM Net ID will give you access to the computer labs on campus, blackboard learn and UNM Email.

STUDENTS WITH DISABILITIES:
If you have a documented disability, the Equal Access Services office will provide me with a letter outlining your accommodations. I will then discuss the accommodations with you to determine the best learning environment. If you feel that you need accommodations, but have not documented your disability, please contact Jeanne Lujan, the coordinator for Equal Access Services at 925-8910 or jmlujan@unm.edu.

EQUAL OPPORTUNITY AND NON-DISCRIMINATION:
In an effort to meet obligations under Title IX, UNM faculty, Teaching Assistants, and Graduate Assistants are considered “responsible employees” by the Department of Education (see page 15 - http://www2.ed.gov/about/offices/list/ocr/docs/qa-201404-title-ix.pdf). This designation requires that any report of gender discrimination which includes sexual harassment, sexual misconduct and sexual violence made to a faculty member, TA, or GA must be reported to the Title IX Coordinator at the Office of Equal Opportunity (oeo.unm.edu). For more information on the campus policy regarding sexual misconduct, see: https://policy.unm.edu/university-policies/2000/2740.html.

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 on 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, an incomplete may be issued.

Grading Breakdown

<table>
<thead>
<tr>
<th>Category</th>
<th>Points</th>
</tr>
</thead>
<tbody>
<tr>
<td>Projects (5)</td>
<td>500</td>
</tr>
<tr>
<td>Attendance</td>
<td>250</td>
</tr>
<tr>
<td>Participation</td>
<td>400</td>
</tr>
<tr>
<td>Total possible</td>
<td>1150</td>
</tr>
</tbody>
</table>

100 points each
How to Contact the Instructor

Campus Office Hours:    Monday & Wednesday  10:00-11:45
                        Tuesday & Thursday 10:00 – 11:45
                        Also by appointment
                        B&T 110
                        Office: 505-925-8722
                        Cell: 575-805-6921

Email:
I prefer all email to be from the internal Blackboard class email. I will check this Blackboard email regularly and will respond to all emails within 48 hours if not sooner.
Although less preferred, you can email me at jonmorri@unm.edu In the Subject Line of the email, ALWAYS write your full name and class number. For example – “Jonathan Morrison GAME 205”

Support Information, Resources, & Tutorials

Access to the book:

- University of New Mexico Valencia Bookstore:
  o http://www.unm.edu/~unmvc/Bookstore/Bookstore.htm

- Library System:
  o University of New Mexico Valencia Campus Library:
    • http://www.unm.edu/~unmvclib/
      • There will be one copy on reserve. You will need to check it out at the front desk. It will only be available for 2-hour checkout, and cannot ever leave the library.

- Purchase Online:
  o If you plan on purchasing this book online, you need to do so immediately. We will start using it right away! A couple of sources for purchase online are:
    ▪ Amazon.com: www.amazon.com - some new, some used
    ▪ Half.com: www.half.ebay.com - discounted prices for used books!

DMA / UNM Valencia Tutoring Services:

- We are proud to have our very own DMA tutor available for Digital Media Arts specific courses! You can walk-in or if you prefer to make an appointment during these times, please call the Learning Center at 925-8900.

- Custom tutoring services are available through The Learning Center http://www.unm.edu/~tutor/. Even online tutoring is available!

Other tutorials:
- I will post a number of links to video tutorials in Blackboard for this course.

Instructor Support:
- Please see “How to Contact the Instructor” for methods of contacting the instructor for help.
# Course Schedule

## Tentative Schedule

<table>
<thead>
<tr>
<th>Dates</th>
<th>Schedule</th>
<th>Projects</th>
</tr>
</thead>
<tbody>
<tr>
<td>Week 1</td>
<td>• Introductions</td>
<td></td>
</tr>
<tr>
<td></td>
<td>• Review Syllabus</td>
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</tr>
<tr>
<td></td>
<td>• Come up with a character to model</td>
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<tr>
<td>Week 2</td>
<td></td>
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<tr>
<td>Week 3</td>
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<tr>
<td>Week 4</td>
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<tr>
<td>Week 5</td>
<td>TBA</td>
<td></td>
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<tr>
<td>Week 6</td>
<td>TBA</td>
<td></td>
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<tr>
<td>Week 7</td>
<td>TBA</td>
<td></td>
</tr>
<tr>
<td>Week 8</td>
<td>TBA</td>
<td>Project</td>
</tr>
</tbody>
</table>
*Fall Break
<p>| Week 9  | TBA                                |            |
| Week 10 | TBA                                |            |
| Week 11 | TBA                                | Project    |
| Week 12 | TBA                                | Project - Final |
| Week 13 | TBA                                |            |</p>
<table>
<thead>
<tr>
<th>Week 14</th>
<th>TBA</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>*Thanksgiving Break</td>
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<tr>
<td>Week 15</td>
<td>TBA</td>
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<tr>
<td>Week 16</td>
<td>• Final Project presentations</td>
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