

Jonathan Bryson  
Sam Houston State University  
Tenure and Promotion Packet  
Course Syllabi

**Advanced 3d Animation**  
**ARTS 3344.02 CRN 84242**  
3 Credit Hours  
Fall 2022

**Instructor:** Jon Bryson  
**Office :** Art Complex 318j  
**Instructor Phone:**(936) 294-4321  
**E-Mail:** [JRB132@SHSU.EDU](mailto:JRB132@SHSU.EDU)  
Meeting time MW 8-10:50 AM Room 323  
**Office Hours MW 3-4PM, meet with appointments.**  
**Email Hours –9AM – 4PM Mon-Fri.**

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### **COURSE DESCRIPTION**

Welcome to Advanced 3d Animation, in this course you will continue your development as a 3d artist with digital modeling and an introduction to character rigging concepts. I have taught modeling and rigging for over 9 years and is one of my most enjoyed subjects. In this course we bridge the final gap between an idea and having assets ready for animation in a film or video game.

At the beginning of this course, will work with maya and continue learning how to 3d model. You will learn how to build characters, creatures, props and other objects following interesting themes or challenges. Throughout our semester we will turn the page and explore rigging, or digital puppet building, where you will learn how to create your own character rigs for animation. Each week, we will focus on an aspect of the rigging process such as FK chains, reverse foot setups, blend shapes, IKFK switches, set driven keys, and build on the prior week's project. Finally culminating in a final project of rigging a character model.

This course completes a bridge for students and gives you the techniques needed to take your ideas from drawing to animation ready assets. Each module is considered sequential with assignments due weekly or bi/weekly.

Prerequisite: ARTS 1313, ARTS 1314, ARTS 1315, ARTS 2343, ARTS 3317, and ARTS 3343.  
Credit 3.

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### **COURSE OBJECTIVES**

After completing this course, students will be able to demonstrate:

- Ability to model a character in 3d utilizing tools found in modeling software.
- Ability to rig a character and objects utilizing tools found in software used.

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### **Resource Requirements**

#### **TEXTBOOK AND REQUIRED MATERIALS**

- There are no required textbooks for this course. However, in the resources section, you will find links to tutorials and videos I find valuable. Additionally, my lecture recordings are available in each module.
- Also, LinkedInLearning videos are available as well and will be found in the course.
- Bring a sketch book, pencils, pens for note taking, thumb nails of ideas and character drawing.

**Technology requirements:**

Maya 2022 and an external hard drive (minimum)  
External HDD, Minimum 1 TB for back up of data.

**Backups**

- DAILY backups are a necessity and requirement for this class. In addition to having a portable hard drive for your
  - project. It is required upon that your project is backed up onto another hard drive (NOT your PC's internal primary HDD) or a cloud service such as google drive, Copy, Dropbox, Box. Many of these give a lot of free space. SHSU students have 1TB of free space to upload and save files to as part of their Office 365 subscription.
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**Attendance policy**

Attendance will be taken each class.

- If a student feels ill, or comes in contact with someone actively diagnosed with covid-19. Do not come to class in person. Contact the instructor and get tested immediately. If you continue to feel ill or are diagnosed, you cannot return to class in person for at least 5 Days (even if you feel well)
- Masks and Vaccinations. All students are requested to be vaccinated for Covid-19. Students are welcome to wear masks in class.

**COVID-19 Absence Policy for Students**

*For COVID-related absences that require a student to submit documentation to their faculty, the student should seek this documentation from the medical clinic or a medical provider where they received their care. If the student did not see a medical provider and requires documentation, they should utilize the Absence Request Notification Form and process through the SHSU Student Advocacy Office (formerly the Dean of Students Office). The Student Health Center is only able to provide documentation for students who had a medical appointment with our clinic.*

To keep up-to-date on the latest SHSU policies and practices related to COVID-19, visit the [SHSU COVID-19 website](#).

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**Course Expectations****Instructor Expectations from Students**

- Instructor will communicate with students weekly via F2F, Blackboard and email.
- The instructor's email will be during normal business hours of 9:00AM – 4:00 PM Monday – Friday, excluding holidays and university breaks. Responses will be within 72 hours of initial communication.

- Grades will be provided within 3 weeks of assignment submission.
- Instructor will provide feedback via in class critiques, blackboard discussion boards and rubric scoring on assignments.
- Instructor will provide instructions on how to complete course assignments via video and handouts.

### **Professor Expectations of Students**

- Successful students will familiarize themselves with course material such as the syllabus and assignments.
- Successful students will submit course work by a given due date.
- Successful students will participate in discussion boards, critiques, and group projects.
- Successful students will follow the best professional practices while on Zoom calls, meeting in person or in email communications.
- Students will not plagiarize the work of other students or professionals.
- Successful students will mitigate possible issues with technology such as data backups and access to online resources.
- Successful students will employ research techniques to attempt to resolve issues or questions regarding course work or assignments.

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### **Professionalism and etiquette in person and Zoom meetings.**

- During our face-to-face meetings, there is an expectation for a level of professionalism during meetings between the instructor and student or student to student. Students are required to be ready to speak during class, add to class discussions in a constructive manner, and work on course assignments. Students are also expected to dress in an appropriate manner for meetings.
- If we move to or have any Zoom meetings, Students are encouraged to have their cameras turned on. If you do not wish to turn on your camera, please upload an image of yourself in place. During meetings students must keep their mic's muted when not speaking. Students should not be in bed during class and be fully dressed.

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### **Contact, Email, Black board**

#### **Contact Hours**

- The instructor's office hours will be Monday's and Wednesdays 3-4 PM. If a student wishes to meet, contact the professor 48 hours in advance to schedule a time slot for the meeting. Have a list of questions ready for the 15-30 min slot. Meetings can be F2F or Zoom.

#### **Email**

- Emails will be checked during normal business hours and responded to within 24-72 hours. Students are encouraged to research their question through google, YouTube, other learning media and the syllabus before emailing the instructor.

#### **Blackboard**

- Black board will be a primary tool for communication in the course. All assignments, discussion boards and course announcements will be through Blackboard. Students are responsible for checking Blackboard course announcements and email communications.
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## PROJECTS AND ASSIGNMENTS IN THE COURSE

### Discussion boards

A small assignment on blackboard. You might be asked to Sketch a character, research an artist, or answer an open-ended question. Who knows? 10 Points/week

### Homework/ Projects

Students are required to complete assignments and turn in on time as posted on the assignment handout. These assignments can vary in point value depending on the complexity and length of the project. Generally, an assignment with a duration of 1 week will be worth 50 points, while a project due in 2 weeks will be worth 100 points.

### Professionalism

Students will be given an overall professionalism grade reflecting their attendance in the course, involvement in discussions, feedback to other students and attitude during the class. Professionalism points will be worked into the scoring of assignments.

### Critiques

With each project turned in, students will be required to review their classmate's work and give feedback. Critiques are included in each assignment grade as a separate row on your rubric. Critiques written by students on blackboard and giving constructive feedback. In class critiques will either be on the day the assignment is due, or the following class period. Students have until the class period following the turn in date to select and comment on their peer's work.

**Revisions** - Students are encouraged to revise work and turn in up to **two weeks** after initial deadline to receive up to half of the missed points back onto the grade. Assignments not turned in on time are not eligible for revisions. Revision turn-in is not an automatic assignment of points, the instructor will examine the changes made and assign points based on the quality of improvements.

- ***Revisions may not be accepted due to lack of effort from a student's assignment turn in. Course work must show a clear effort on the student's part to complete the assignment for the original turn in.***
- ***Example – Student turns in an assignment and receives a 40/50. The student completes revisions, the assignment is eligible to receive 5 points back bringing the grade to 45/50.***
- **Revisions are calculated as extra credit points in a separate column from the parent assignment. But are not part of the Extra credit maximum of 50 points.**

### Late Work Policy and Makeup Assignments -

- Failure to turn in assignments will result in a 0 in the gradebook. **Assignments turned in late will be graded up to 1 week late with a deduction of 50%.** Assignments turned in past 1 week late will not be accepted for any grade. **Late work is not applicable for revisions.**

### Extra Credit –

- Students that reach out to **Active Professionals in the VFX, Animation and Gaming industries** will be rewarded with extra credit points. Up to 50 points total.

- Networking out can be done through a one on one interview with the artist or having the artist give a critique of the student's work. Students are responsible for taking notes, recording, or screenshotting the conversation with artists as proof. Additionally, the student must submit evidence of the person being interviewed is an active professional in their field. Through credits on films, games or other work. New professionals that have graduated from school in the last 3 years are not allowed.
- Students interviewing an artist or being critiqued must also submit a reflection of their discussion with the artist. Highlighting what they have learned from the experience.
- Interviews should have quality questions as well as the critiques have actual responses of constructive criticism from the artist. This assignment is meant to broaden a student's understanding of their professional expectations and help them network with people that can direct them in their creative careers.
- Students may do this for a total of **50 Points**. Points are awarded based on the quality of the interview or critique. Extra Credit must be turned in by the end of semester

**Note for both Late work and Extra Credit, you must notify the instructor when you turn in the submission via email. Extra Credit section on black board with a zipped folder with your name, course name, assignment name**

**Assignment turn-in** – ALL assignments will be turned in to black board. Students are entirely responsible for turning in their projects on time. Students will turn in assignments to the correct module turn in section. Failure to do so will result in a 0 for the assignment. Assignments are due the day of assignment deadline, by class start time.

- Maya models will only be accepted as a .MA or MBfile.
- Maya rig assignments will only be accepted as a .mb file.
- Naming for all projects will comply with the following conventions –
  - Last Name\_FirstName\_ClassNumber\_AssignmentName.ext

***Failure to turn in projects/assignments correctly will result in a grade reduction. Assignments that do not open properly may also face reduction in grade. (Basically, check your files before you upload them)***

**In this class 100-90=A, 89-80=B, 79-70=C, 69-60=D 59-0=F. .**

- **A** - Exceptional work will earn an 'A'. A work goes above and beyond the stated assignment in terms of creativity and technical ability.
- **B** - Work that exceeds that basic expectation will have points added and fall into the 'B' range.
- **C** - The grade of 'C' is considered average. If work meets the minimum stated requirements for the project, it will be considered average in terms of design, concept and craft.
- **D or F** Work that fails to meet the minimum criteria for the project will receive a non-passing grade ['D', or 'F']. Please note that a grade of a 'C' is considered as not being BFA quality work. You must have an ART GPA of a 3.0 in order to receive the BFA. You must also receive a 'C' or better in this course to advance in the program.

**QUESTIONS ABOUT GRADES (WHAT CAN I DO TO PASS?)**

**ANY QUESTIONS ABOUT GRADES, WHAT TO DO TO RAISE YOUR GRADE, ETC WILL NOT BE ANSWERED  
PAST WEEK 12**

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## **TENTATIVE COURSE OUTLINE – SCHEDULE CAN AND WILL CHANGE AS NEEDED**

- **Week 1 8-22**
  - **Monday**
    - **Course introduction and navigation walkthrough**
    - **Student and Instructor Introductions**
    - **Intro to Project 1 Prop model “Tool School” Due 8-29**
  - **Wednesday**
    - **Demo Modeling**
- **Week 2 8/29**
  - **Monday**
    - **Crit Project 1**
    - **Intro Project 2**
    - **Niche Creature**
    - **Due 9-7 (Wednesday)**
    - **Concept Art Due 8-31**
  - **Wednesday**
    - **Work Day**
- **Week 3 9-5 Labor Day**
  - **Monday**
    - **No Class :)**
  - **Wednesday**
    - **Crit Project 2**
    - **Intro Project 3 “Partner Project”**
    - **Due 10/3**
    - **Concept Art Due 9/12**
    - **Demo Modeling**
- **Week 4 9-12**
  - **Monday**
    - **Review Concept Art**
    - **Demo Modeling**
  - **Wednesday**
    - **Demo Modeling**
- **Week 5 9-19**
  - **Monday**
    - **Check in on Character Modeling Progress**
    - **Demo Character modeling approaches in Maya**
  - **Wednesday**
    - **Demo Character modeling approaches in Maya**
- **Week 6 9-26**
  - **Monday**
    - **Check in on Character Modeling Progress**
    - **Demo Character Modeling**
  - **Wednesday**
    - **Workday**
- **Week 7 10-3**
  - **Monday**
    - **Crit Project 4**
    - **Intro Project 5 “Robot/ Vehicle Hard Surface HD model”**
    - **10-17**



- Concepts due 10-5
- Wednesday
  - Review Concept Art
  - Demo Modeling and Workday
- Week 8 10-10
  - Monday
    - Progress Check
    - Demo Modeling
  - Wednesday
    - Work Day
- Week 9 10-17
  - Monday
    - Critique Project 5 In Class Environmental Modeling (3d Printing)
    - Concepts due 10-19
    - Project Due 10-31
  - Wednesday
    - Review Concepts
- Week 10 10-24
  - Monday
    - Progress Check
    - 3d Printing Demonstration
  - Wednesday
    - Workday
- Week 11 10-31
  - Monday
    - Critique Project 5
    - Intro to Rigging 1 Rigging Concepts
    - Layout Bones and Ribbon Spine
    - Due 11-7
  - Wednesday
    - Work Day
    - Demo
- Week 12 11-7
  - Monday
    - Rigging 2 Reverse Foot Setup
    - Due 11-14
  - Wednesday
    - Work Day
    - Demo
- Week 13 11-14
  - Monday
    - Rigging 3 IKFK Arm Switch
    - Due 11/21
  - Wednesday
    - Work Day.
    - Demo
- Week 14 11-21 Thanksgiving
  - Monday
    - Rigging 4 Rigging Head and BlendShapes
    - Due 11-28
  - Wednesday

- No Class
- Week 15 11-28
  - Monday
    - Skinning and Weight Painting
  - Wed
    - Workday
- Week 16 12-5 FINALS Week
  - Final Exams Period
  - 12-8 8-10AM

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**POLICIES REGARDING ACADEMIC DISHONESTY, STUDENTS WITH DISABILITIES, AND STUDENT ABSENCES ON RELIGIOUS HOLY DAYS CAN BE FOUND AT  
[HTTP://WWW.SHSU.EDU/SYLLABUS/](http://www.shsu.edu/syllabus/)**

**ACADEMIC DISHONESTY**

All students are expected to engage in all academic pursuits in a manner that is above reproach. Students are expected to maintain honesty and integrity in the academic experiences both in and out of the classroom. Any student found guilty of dishonesty in any phase of academic work will be subject to disciplinary action. The University and its official representatives may initiate disciplinary proceedings against a student accused of any form of academic dishonesty including but not limited to, cheating on an examination or other academic work which is to be submitted, plagiarism, collusion and the abuse of resource materials. For a complete listing of the university policy, see: [Dean of Student's Office](#)

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**STUDENTS WITH DISABILITIES POLICY**

It is the policy of Sam Houston State University that individuals otherwise qualified shall not be excluded, solely by reason of their disability, from participation in any academic program of the university. Further, they shall not be denied the benefits of these programs nor shall they be subjected to discrimination. Students with disabilities that might affect their academic performance should register with the Office of Services for Students with Disabilities located in the Lee Drain Annex (telephone 936-294-3512, TDD 936-294-3786, and e-mail [disability@shsu.edu](mailto:disability@shsu.edu)). They should then make arrangements with their individual instructors so that appropriate strategies can be considered and helpful procedures can be developed to ensure that participation and achievement opportunities are not impaired.

SHSU adheres to all applicable federal, state, and local laws, regulations, and guidelines with respect to providing reasonable accommodations for students with disabilities. If you have a disability that may affect adversely your work in this class, then I encourage you to register with the SHSU Services for Students with Disabilities and to talk with me about how I can best help you. All disclosures of disabilities will be kept strictly confidential. NOTE: No accommodation can be made until you register with the Services for Students with Disabilities. For a complete listing of the university policy, see: <http://www.shsu.edu/dotAsset/7ff819c3-39f3-491d-b688-db5a330ced92.pdf>

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**STUDENT ABSENCES ON RELIGIOUS HOLY DAYS POLICY**

Section 51.911(b) of the Texas Education Code requires that an institution of higher education excuse a student from attending classes or other required activities, including examinations, for the observance of a religious holy day, including travel for that purpose. Section 51.911 (a) (2) defines a religious holy day as: "a holy day observed by a religion whose places of worship are exempt from property taxation under Section 11.20...." A student whose absence is excused under this subsection may not be penalized for that absence and shall be allowed to take an examination or complete an assignment from which the student is excused within a reasonable time after the absence.

University policy 861001 provides the procedures to be followed by the student and instructor. A student desiring to absent himself/herself from a scheduled class in order to observe (a) religious holy day(s) shall present to each instructor involved a written statement

concerning the religious holy day(s). The instructor will complete a form notifying the student of a reasonable timeframe in which the missed assignments and/or examinations are to be completed. For a complete listing of the university policy, see:

</dept/academic-affairs/documents/aps/students/861001.pdf>

### **Academic grievance procedures Policy (academic policy 3 861001)**

<http://www.shsu.edu/dotAsset/bb0d849d-6af2-4128-a9fa-f8c989138491.pdf>

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### **DEPARTMENT OF ART BFA REVIEW**

The purpose of the BFA Review is to ensure that students have learned basic principles and techniques needed for advanced art courses.

All Art students must successfully complete all of the Art Foundation courses and the BFA Review before being accepted into a BFA program in Computer Animation, Photography, or Studio Art or Graphic Design. Graphic Design students must also pass a separate Graphic Design Review after the BFA Review.

The Art Foundation Courses are WASH, Drawing, and Foundations in Digital Art. (ARTS 1313, 1314, 1315, 1316, & 2313). Students must pass each course with a grade of C or higher to take the BFA Review and proceed to upper level courses.

The semester after all of the Foundation courses are complete, students must sign up for the BFA Review. Students should see an art advisor every semester to ensure they take the BFA Review on time. It should be taken the semester immediately following the completion of the Foundation Courses.

Students who do not pass the BFA Review may re-take it the following semester. Students who do not pass on the second attempt will not be allowed to continue as BFA majors, but may follow the degree plan for the BA in Art. Non-participation after signing up or being advised to sign up will count as a failure of that semester's review.

Graphic Design students must pass the BFA Review, complete Principles of Graphic Design (ARTS 2323) and participate in a BFA Review at the end of the semester that they are enrolled in Typography (ARTS 3322).

For more information on the BFA review see the Department of art web page:

<http://www.shsu.edu/academics/art/review/>

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### **DEFACING UNIVERSITY PROPERTY**

Do not paint on concrete, asphalt, trees, sides of buildings, interior walls or floors of buildings etc. When using any kind of paint use a drop cloth or tarp to protect the surface from overspray. Defacing university property is prohibited by university policy. Students will be held responsible for the cost of damages to the facilities.

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### **Department of Art Laptop requirement**

Students in the Department of Art are required to own a laptop as specified by each BFA program. Macintosh laptops are strongly recommended and can be purchased at discounted rates for students. The specifications for each BFA program and links to the Apple Store can be found on the Department of Art website: <http://www.shsu.edu/academics/art/resources/laptop-initiative.html> . Students will be required to have laptops and the Adobe Creative Suite software in art courses that require computers. Laptops must meet or exceed the specifications described and be capable of interfacing with Department printers and other peripheral devices.

**Shading Lighting and Texturing**  
**ARTS 4355.01 CRN 81248**  
**3 Credit Hours**  
**Fall 2022**

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<b>Class Location:</b>	Art Complex 325
<b>Class Meeting Times:</b>	Monday/Wednesdays 12-2:50
<b>Instructor:</b>	Professor Jon Bryson
<b>Office Location:</b>	Huntsville Campus, Art Complex, 318J
<b>Instructor Contact Information:</b>	(936) 294-4321
<b>E-Mail:</b>	JRB132@SHSU.EDU
<b>Office Hours:</b>	MW 1-3 (Email ahead of time to be sure I am available for meetings) Email Hours – I answer emails from 10 am – 4pm Mon-Friday. Students can also ask questions in the black board virtual office.

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**COURSE DESCRIPTION**

An in-depth study of surfaces and shaders including texture and image mapping, lighting for compositing, and rendering methods.

**Prerequisite:**

ARTS 1313, ARTS 1314, ARTS 1315, ARTS 2323, and ARTS 3344.

**Credit 3.**

**COURSE OBJECTIVES**

After completing this course, students will be able to demonstrate:

Understanding of techniques for UV'ing of models and characters

Construction of Materials and Shaders

Rendering of images and video with a cinematic eye for lighting and color.

**Black Board**

**Students will submit all projects on blackboard.**

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**TEXTBOOK AND REQUIRED MATERIALS**

Tutorial videos will be given as needed. But a great resources are ;

Youtube.com

Lynda.com

pluralsight.com

Maya Learning Channel for Maya tutorials <https://www.youtube.com/user/MayaHowTos>

Tutorial Playlist I compiled on YouTube

<https://www.youtube.com/playlist?list=PLvxhER1PpDnbEYoiilOEYhMJH8kyMXxms>

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**Technology requirements:****Maya 2022**

**Renderman 24** Non-Commercial Installed – Can be obtained at <https://renderman.pixar.com>

**Renderman 24** is a requirement of the class and must be used. Assignments not using this software will be given an F grade.

**Adobe Creative Cloud****Adobe After Effects**

**Substance Painter** Texturing tool used in Film and Gaming studio.

Substance Painter is installed on Lab PC's

**Personal PC or Mac** to use in or outside of class that is powerful enough to run 3d applications. Follow recommendations of software developers when choosing a PC.

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**Backups**

DAILY backups are a necessity and requirement for this class. In addition to having a portable hard drive for your

project. It is required that your project is backed up onto another hard drive (NOT your PC's internal primary HDD) or a cloud service such as google drive, Copy, Dropbox, Box. Many of these give a lot of free space. SHSU students have 1TB of free space to upload and save files to as part of their Office 365 subscription.

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**Attendance policy**

This course is an exclusively Face to Face course with in-person lectures, demos, and workdays. Students absent from class are responsible for meeting deadlines set in the course. If there is a significant circumstance that arises, students must contact the instructor ASAP to discuss options.

If a student feels ill or comes in contact with someone actively diagnosed with covid-19. Do not come to class in person. Contact the instructor and get tested immediately. If you continue to feel ill or are diagnosed, you cannot return to class in person for at least 5 days (even if you feel well)

**Masks and Vaccinations.** All students are requested to be vaccinated for Covid-19. Students are welcome to wear masks in class.

During our face-to-face meetings, there is an expectation for a level of professionalism during meetings between the instructor and student or student to student. Students are required to be ready to speak during class, add to class discussions in a constructive manner, and work on course assignments. Students are also expected to dress in an appropriate manner for meetings.

**COVID-19 Absence Policy for Students**

*For COVID-related absences that require a student to submit documentation to their faculty, the*

*student should seek this documentation from the medical clinic or a medical provider where they received their care. If the student did not see a medical provider and requires documentation, they should utilize the Absence Request Notification Form and process through the SHSU Student Advocacy Office (formerly the Dean of Students Office). The Student Health Center is only able to provide documentation for students who had a medical appointment with our clinic.*

To keep up-to-date on the latest SHSU policies and practices related to COVID-19, visit the [SHSU COVID-19 website](#).

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## **Contact, Email, Black board**

### **Contact hours.**

The instructor's office hours will be Monday and Wednesday 1-3 PM. If a student wants to meet, contact the professor a day in advance to schedule a time slot for the meeting. Have a list of questions ready for the 15-30 min slot. Meetings can be over F2F and Zoom.

### **Email**

Emails will be checked during normal business hours, 9-4pm Monday – Friday and responded to within 24-72 hours. Students are encouraged to research their question through google, YouTube, other learning media and the syllabus before emailing the instructor.

### **Blackboard**

Black board will be a primary tool for communication in the course. All assignments, discussion boards and course announcements will be through Blackboard. Students are responsible for checking Blackboard course announcements and email communications.

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## **GRADING POLICY**

Grades are given on a weekly basis. Determined on several factors.

### **Discussion boards**

A small assignment each week. You might be asked to Sketch a character, research an artist, or answer an open-ended question. Who knows? 10 Points per assignment

### **Homework/ Projects**

Students are required to complete assignments and turn in on time as posted on the assignment handout. These assignments can vary in point value depending on the complexity and length of the project. Generally, an assignment with a duration of 1 week will be worth 50 points, while a project due in 2 weeks will be worth 100 points.

### **Critiques**



With each project turned in, students will be required to review their classmate's work and give feedback. Critiques are included in each assignment grade as a separate row on your rubric. Critiques written by students on black board, with each student critiquing and giving constructive feedback. In class critiques will be held the day an assignment is due, with the student critique comments due following class meeting, giving students 48 hours to write their critiques on Black Board. Failure to critique will affect assignment grades.

### **Final Project**

Final Project is an end term assessment of student skills and techniques in rigging. The assignment is multi week and tests a student's ability to connect each lesson taught over the week. Finals are worth 250 – 300 Points of your final grade.

**Revisions** - Students are encouraged to revise work and turn in up to two weeks after initial deadline to receive up to half of the missed points back onto the grade. Assignments not turned in on time are not eligible for revisions. Revision turn-in is not an automatic assignment of points, the instructor will examine the changes made and assign points based on the quality of improvements. ***Revisions may not be accepted due to lack of effort from a student's assignment turn in. Course work must show a clear effort on the student's part to complete the assignment for the original turn in.***

***Example*** – Student turns in an assignment and receives a 40/50. The student completes revisions, the assignment is eligible to receive 5 points back bringing the grade to 45/50.

**Assignment turn-in** – ALL assignments will be turned in to black board. Students are entirely responsible for turning in their projects on time. Students will turn in assignment to the correct module turn in section. Failure to do so will result in a 0 for the assignment.

- Assignments are due the day of assignment deadline, by class start time.
  - **Assignments will be turned in as TIFF images at 1920x1080 resolution.**
  - **Video assignments will be turned in as MP4 videos at a resolution of at least 720HD.**
- Naming for all projects will comply with the following conventions –
  - **Last Name\_FirstName\_ClassNumber\_AssignmentName.ext**

***Failure to turn in projects/assignments correctly will result in a grade reduction. Assignments that do not open properly may also face reduction in grade. (Basically, check your files before you upload them)***

***In this class 100-90=A, 89-80=B, 79-70=C, 69-60=D 59-0=F. .***

The grade of 'C' is considered average. If work meets the minimum stated requirements for the project, it will be considered average in terms of design, concept and craft. Work that exceeds that basic expectation will have points added and fall into the 'B' range. Exceptional work will earn an 'A'. Work that fails to meet the minimum criteria for the project will receive a non-passing grade ['D', or 'F']. Please note that a grade of a 'C' is considered as not being BFA quality work. You must have an ART GPA of a 3.0 to receive the BFA. You must also receive a 'C' or better in this course to advance in the program.

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### **Late Work Policy and Makeup Assignments -**

All assignments are due at the beginning of class or when assigned. Failure to turn in assignments will result in a 0 in the gradebook. Assignments turned in late will be graded up to 1 week late with a deduction of 50%. Assignments turned in 1 week late will not be accepted for any grade.

### **Extra Credit**

Students have an opportunity to turn in an assignment for extra credit. Students must reach out and interview an active professional in the VFX, Animation, or Gaming industries. This person must have graduated and been working for at least 3 years. Recent graduates are not accepted for interviews. Extra credit assignments are worth up to 50 points, depending on the quality of the interview. You must ask worthwhile questions and receive quality feedback. An active discussion with the artist should accomplish this. Students must turn in documentation of the interview, proof of the artist's professional background and a 1-page reflection of your take away from speaking with the artist.

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**Classroom/Lab Policies:** Please do not answer cell phones, text, or peruse websites that are NOT in connection with the class. If you must take a call, go outside of the classroom.

- Food and Drink - Not permitted to bring food into the class room. Drinks must be covered.
  - Class time - is designated to set direction, to allow for discussion and demonstration of new concepts, techniques, give critiques and feedback on work completed. It is not expected that students will complete assigned projects during class hours. For this class you should anticipate spending a minimum of 4 hours per week outside of class completing assignments. If you plan to work at school please check class and lab schedules for available space.
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## **TENTATIVE COURSE OUTLINE**

- **Week 1 8-22**
  - **Monday**
    - Introduction to class, Syllabus
    - Intro to Renderman, Reintroduction to Maya Project 1 Due 8-29
  - **Wednesday**
    - Continue Renderman intro
- **Week 2 8-29**
  - **Monday**
    - Crit Project 1
    - UV and Texture mapping in Photoshop Project 2 Due 9-12
  - **Wednesday**
    - Continue UV and Texture Mapping
- **Week 3 LABOR DAY 9-5**
  - **Monday NO CLASS**
  - **Wednesday**
    - Workday
- **Week 4 9-12**
  - **Monday**
    - Critique Project 2
    - Project 3 – Bump, Specular Mapping
    - Introduction to Substance Painter Due 9-26
  - **Wednesday**
    - Continue Demo'ing Substance painter
- **Week 5 9-19**
  - **Monday -**
    - Project Check in
  - **Wednesday –**
    - Workday
- **Week 6 9-26**
  - **Monday –**
    - Critique Project 3
    - Project 4 Character, Creature Painting and Skin shader creation Due 10-10
  - **Wednesday**
    - Continue Demo Character/Creature Painting and Skin Texturing
- **Week 7 10-3**
  - **Monday**
    - Project Check in
  - **Wednesday**
    - Workday
- **Week 8 10-10**
  - **Monday –**
    - Critique Project 4
    - Project 5
    - Narrative Environment Project Due 10-24
  - **Wednesday**
    - Review Environment Ideas
- **Week 9 10/17**
  - **Monday –**
    - Check in

- Wednesday
  - Workday
- Week 10 10-24
  - Monday –
    - Critique Project 5
    - Project 6 Batch Render Project Due 11-7
    - Demo Batch Rendering
  - Wednesday –
    - Workday
- Week 11 10-31
  - Monday -
    - Project check in
  - Wednesday
    - Work Day
- Week 12 11-7
  - Monday –
    - Critique Project 6
    - Final Project Assignment Due 12-7 8AM
    - Pitches due 11-9
  - Wednesday
    - Review Pitches for Final
- Week 13 11-14
  - Monday
    - Project Check In 1
  - Wednesday
    - Workday
- Week 14 11-21 THANKSGIVING 11-24
  - Monday
    - Project Check in 2
  - Wednesday
    - No Class
- Week 15 11/28
  - Monday
    - Project Check in 3
  - Wednesday
    - Workday
- Week 16 12-5
  - Exam Week
    - FINAL Turn in – 12-7 8AM

**POLICIES REGARDING ACADEMIC DISHONESTY, STUDENTS WITH DISABILITIES, AND STUDENT ABSENCES ON RELIGIOUS HOLY DAYS CAN BE FOUND AT**

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SHSU adheres to all applicable federal, state, and local laws, regulations, and guidelines with respect to providing reasonable accommodations for students with disabilities. If you have a disability that may affect adversely your work in this class, then I encourage you to register with the SHSU Services for Students with Disabilities and to talk with me about how I can best help you. All disclosures of disabilities will be kept strictly confidential. NOTE: No accommodation can be made until you register with the Services for Students with Disabilities. For a complete listing of the university policy, see:

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</dept/academic-affairs/documents/aps/students/861001.pdf>

### **Academic grievance procedures Policy (academic policy 3 861001)**

<http://www.shsu.edu/dotAsset/bb0d849d-6af2-4128-a9fa-f8c989138491.pdf>

### **VISITORS IN THE CLASSROOM**

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#### **Department of Art Laptop requirement**


Students in the Department of Art are required to own a laptop as specified by each BFA program. Macintosh laptops are strongly recommended and can be purchased at discounted rates for students. The specifications for each BFA program and links to the Apple Store can be found on the Department of Art website: <http://www.shsu.edu/academics/art/resources/laptop-initiative.html> . Students will be required to have laptops and the Adobe Creative Suite software in art courses that require computers. Laptops must meet or exceed the specifications described and be capable of interfacing with Department printers and other peripheral devices.





**ARTS 4358**  
**Portfolio**  
**CRN 21471**  
**Location Art Complex 323**  
**MW 8-10:50**  
**Spring 2023**

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Instructor Professor Jon Bryson  
Office Location: Art Complex 318   
Contact Information: [Jrb132@shsu.edu](mailto:Jrb132@shsu.edu) 936 294 44321  
Office Hours: M,W 3-4

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### **COURSE DESCRIPTION**

Students in this course will learn how to utilize professional skill sets in interview settings, create a body of work reflective of their talents and search for work opportunities in the VFX field.

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### **COURSE OBJECTIVES**

After completing this course, students will be able to demonstrate:

1. Ability to create a demo reel, portfolio, and website for diverse types of employers in the animation industry.
  2. Skills for presenting personal work.
  3. Job search, job application and interview skills.
  4. A collection of high-quality projects designed by the student.
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### **TEXTBOOK AND REQUIRED MATERIALS**

Sketchbook, Pen, three button mouse, Flashdrive/HDD

### **BACKUP POLICY**

Students will save and backup work daily to avoid losing data due to theft, fire, flood, negligence, weather, kaiju. Failure to properly backup work will result in a failing grade for the student for the assignment lost.

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### **ATTENDANCE POLICY**

Students are responsible for attending class on time.

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### **Course Assignments**

Grading will be based on the following.

#### **Professionalism -**

Students will be in class on time, outgoing and well prepared to work. Students must also give feedback in critiques and participate in class discussions/activities.

**Career Essay** – Students will affirm their career goals by writing a 2-page essay about the professional direction they wish to go in.

**Due 1/25**

**Demo Reel 1** Students will collate their best work thus far at SHSU and create an initial reel to be edited throughout the semester.

**Due 1/30**

**Studio Highlight Presentation** – Students will give a short presentation on a VFX or Animation studio (3-5min). We will have 1 presentation each class meeting from a student. Signups will be on week 1.

**Mock interview 4/17-4/19**

Students will present themselves in a professional manner for a mock interview. Students will present their work, speak about their experiences, and answer questions.

**Business Cards**

Students will create a unique business card to present to employers and other creatives.

**Due 4/17**

**Resume**

Students will create a unique Resume to present to employers that displays the student's skill set in a positive manner.

**Due 4/17**

**Web Presence**

Students will create a website portfolio for their work as well as building an internet persona for their craft to reach out to followers and employers.

**Due 4/22**

**Professional in the Industry networking project -**

Students will connect with 2 professionals in the animation field and network with them. These must be in the field they wish to enter and must be employed currently. Students must interview them by asking questions or have the professionals critique the student's work.

**Due 4/29**

**ACE Project**

Students will utilize one of the project slots for the course's ACE project. Students will meet and speak to seniors at the Walker County Senior Center. They will interview members and animate a short story narrated by the member. We will have a short event at the end of the semester to celebrate these projects.

**Student Project 1 – Due 2/13**

**Students Project 2 – Due 3/6**

**Student Project 3 – Due 4/3**

**Student Project 4 – Due 5/1**

**Final Professional Student Reel** – A 1–2-minute reel of a student's best work from their time at SHSU.

**Due 5/3**

**Senior Show Participation** – Students are required to participate in the senior show if they are graduating THIS SEMESTER. This is a requirement of the program.

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**In this class 100-90= A, 89-80=B, 79-70=C, 69-60=D, 59-0=F**

The grade of 'C' is given for average work that also meets the basic expectations of the <sup>SEP</sup> Above average work that exceeds basic expectations for the given assignment is considered a 'B'.

Exceptional or production quality work is considered and 'A'. Work that fails to meet the minimum criteria for an assignment will receive a 'D' or 'F'.

Work that was submitted on time may be resubmitted for credit during the semester.

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#### **MAKE-UP POLICY**

All work must be turned in on time for full credit. You will have 1 Week to submit work for half credit.

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SEP

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## **TENTATIVE COURSE OUTLINE**

- **Week 1 1/18**
  - **Wednesday-**
  - **Intro to class, go over syllabi.**
  - **Career Goals Essay assigned.**
    - **Due 1/25**
  - **Project 1 Assigned**
    - **Due 2/13**
- **Week 2 1/23-1/25**
  - **Monday –**
  - **Project 1 Proposals Due.**
  - **Wednesday-**
  - **Career Goals Essay Due**
    - **Discussion and Professional Demo Reel review**
- **Week 3 1/30-2/1**
  - **Monday-**
  - **Demo Reel 1 Due**
  - **Wednesday-**
  - **Career Services Visit.**
- **Week 4 2/6-2/8**
  - **Monday- Resume Draft Due**
  - **Wednesday -**
- **Week 5 2/13-2/15**
  - **Monday -**
  - **Project 1 Due**
  - **Project 2 Assigned**
    - **Due 3/6**
  - **Wednesday –**
  - **Project 2 Proposals Due**
- **Week 6 2/20-2/22**
  - **Monday –**
  - **Personal Project 1 Check-in**
  - **Wednesday –**
  - **Business Card Discussion**
- **Week 7 2/27-3/1**
  - **Monday -**

- Wednesday –
  - Business Card Check In
- Week 8 3/6-3/8
  - Monday –
    - Project 2 Critique
    - Project 3 Due 4/3
  - Wednesday –
    - Project 3 Proposal Due
- Week 9 3/13-3/15 *SPRING BREAK*
- Week 10 3/20-3/22
  - Monday – Business Card Draft Due
  - Wednesday -Project 3 Check In
- Week 11 3/27-29
  - Monday -
  - Wednesday -
- Week 12 4/3-4/5
  - Monday –
    - Project 3 Critique
    - Assign Project 4
      - Due 5/1
  - Wednesday –
    - Project 4 Proposal Due
- Week 13 4/10-4/12
  - Monday
    - Workday
  - Wednesday
    - Project 4 Check In
- Week 14 4/17-4/19
  - Monday –
    - Mock Interviews 1
    - Business Cards Due
    - Website Due
    - Resume Due
  - Wednesday –
    - Mock Interviews 2
    - Business Cards Due
    - Website Due
    - Resume Due

- **Week 15 4/24-4/26**
  - **Monday - Networking Project Due**
  - **Wednesday –**
- **Week 16 5/1-5/3**
  - **Monday – Project 4 Due**
  - **Wednesday – Final Reel Due**
- **Final Exam Week 5/8-5/11**

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