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 13422 M W 9:00-11:30

# ART 240

## COURSE DESCRIPTION:

Essential skills, concepts and the use of the virtual camera in 3D animation environment: Planning, pre- production, storyboards and pre-visualization using real-world camera principles is combined with rendering, sound and post production in a non linear environment. Prerequisites: ADA/ART/MMT184 or permission of Instructor.

## COURSE COMPETENCIES:

- Understand the visualization process in traditional arts vs. directing a shot in a 3D environment.
- Understand aspects of the camera such as aperture, DOF, lenses, and attributes needed to control the virtual camera in a 3D environment.
- Create conceptual sketches, plan and storyboard a project.
- Plan and develop the model and construct the shots for 3D animation, digital film content, or a multimedia project.
- Control lighting and apply compositional concepts, lighting for moods and other light principles within a 3D environment.
- Create and organize a project by applying shot flow and direct the composition by appropriate choice of camera shots.
- Stage a scene for a character and/or product shot.
- Control resolution, output and production of the project.
- Edit and use post production techniques in a non linear environment.

## MATERIALS:



There is no required text for this class. We will use the GCC provided [lynda.com](http://lynda.com) and online resources as the reference for this class.



You are required to back up all your work for this class in the cloud. I recommend [dropbox.com](http://dropbox.com).



You are required to have an external hard drive to back up all your work. Never store your work only on GCC computers.



You are required to bring headphones to each class to listen to tutorials and work on the sound component of your work.



You are required to have a physical notebook to take notes for the class lectures AND tutorials. I recommend [this notebook](#) for digitizing and backing up your notes.  
**Leuchtturm Whitelines**

**CLASS COMPETENCIES:**

- Homework and projects are due at the time indicated on the course website. Late assignments are reduced one letter grade for each day (not class period) late. For instance, if an assignment is due on a Monday and is submitted on Wednesday, the maximum number of points available would be 80 out of 100. An assignment may not be turned in more than four days late.
- Students are subject to and must comply with college policies found in the current College Catalog and Student Handbook.
- Treat the lab and classroom as if it were a **professional studio**. Any student who is swearing, distracting other students, and acting in an unprofessional manner will be asked to leave the class. Offer to **help your fellow** students when working.
- The class will consist of a combination of lecture/demonstration and workshop time. During lectures and demonstrations students are expected to take notes and pay attention. Lecture information will not be repeated for students ignoring the lecture.
- Attendance is mandatory. You are responsible for the information presented on any day you are absent. The instructor will not fill you in on information you missed while absent.
- Students are subject to and must comply with college policies found in the current College Catalog and Student Handbook.

**ONLINE RESOURCES:**

- **Canvas**
- You will access the course content via the Maricopa Instructure Canvas CMS (Class Management System.)
- To login to Canvas: <http://learn.maricopa.edu>
- Your username and password are your MEID. If you don't know your MEID, you may find it here: <https://eims.maricopa.edu/MAW/SOlookupid.pl>
- Quick Guide listed here: [http://cm.maricopa.edu/customer\\_service/](http://cm.maricopa.edu/customer_service/)
- **Maricopa Student Email**
- Email and Canvas messaging are the official sanctioned method of communication in this class. You will need to use your GCC student email to correspond with the instructor and check it on a regular basis. <http://www.gccaz.edu/hd/Email/gmail/gmail.htm>

**PARTICIPATION & ATTENDANCE:**

- You may miss a maximum of three class over the course of the semester. If you miss two class in a row with no notification to the instructor you may be dropped from the class.
- Participating in class with a **positive attitude** is essential for your learning, and the learning process of those around you. Your input is valuable, please share it with the class.
- Your participation in critique and class will be graded. Ask questions. Give feedback. Be a positive influence on others. Think deeply.

**Statement Regarding Special Needs**

- If you have a disability that may have some impact on your work in this class and for which you may require accommodations. You need to contact the Disability Services and Resources office, located in TDS 100. Their phone number is 623-845-3080.

**Statement Regarding Internet and Computer Usage**

- Internet and computer usage is for class assignments and related research only. Inappropriate use of the Internet or computers is subject to loss of privileges, class withdrawal and other disciplinary action.
- Treat the Digital Media Arts Lab as if it were a professional work environment. **Do not watch youtube videos that are unrelated to class content.** Students that are using the computers in a way that is distracting to the rest of the class will be asked to leave.

**Statement Concerning Plagiarism**

- Plagiarism is defined as presenting the work of another as one's own. More than four consecutive words from a source other than the writer constitute plagiarism when the source is not clearly identified in appropriate document format.
- From the GCC Student Handbook: *"Plagiarism includes, but is not limited to, the use of paraphrase or direct quotation, of the published or unpublished work of another person with out full and clear acknowledgement. Is also includes the unacknowledged use of materials prepared by another person or agency engaged in the selling of term papers or other academic materials."*
- Clearly attribute with a hyperlink, any assets you did not create from scratch.

**Information on Student Information Systems**

- The Student Center for information services can be accessed at <http://my.maricopa.edu/> and provides access to finding and enrolling in classes, viewing your schedule and grades, viewing charges and making payments and maintaining your contact information. Accessing the Student Center requires your Maricopa Enterprise ID and password that can be established or retrieved at <https://eims.maricopa.edu/MAW/>. Finding classes at any or all of the colleges in the Maricopa District can be done at <http://classes.sis.maricopa.edu/>.

**Projects Shared with Students**

- As a member of this class, you will be required to share the projects you are working on with other students in the class. A class critique involves **offering and accepting feedback from peers**. We will often have an online critique process that you will be required to participate in.

**Disclaimer**

- Course content and schedule is subject to change at instructor's discretion to meet the needs of this particular cohort. The syllabus may change, and changes will be announced in class.

**GRADING:**

- Projects 70%
- Assignments & Quiz 10%
- Attendance 10%
- Participation 10%

**GRADE SCALE:**

- A = 100 - 90
- B = 90 - 80
- C = 80 - 70
- D = 70 - 60
- F = 60 - 0

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TECHNOLOGY

- This class uses Adobe After Effects and Maxon's Cinema 4D. Both of these programs are available in HT1-134 and the Digital Media Arts Lab. Students **may** be given a trial license for Cinema 4D to use on their home computer. There is a trial version of After Effects, however it is recommended that students subscribe to Adobe Creative Cloud Student Edition if they would like to use Adobe programs on their home computer.
- **I offer no technical support for the installation or maintenance of these programs on your home computer.**
- Please schedule time to use the computers in the Digital Media Arts lab during the week. It is necessary to build this into your weekly schedule. A rough estimate for students that are comfortable with using computers for design work would be three hours of lab time outside of class, per week. If you're not computer literate or have had problems using computers in the past, you should schedule more than three hours of time during the week to be in the lab outside of class. If you are unable to commit to three hours of lab time during the week (and more during the busy periods in the semester) you should consider registering for a different course.
- Working with other students is a great way to share and learn. You are not expected to buy the software used in this class, the Digital Media Arts Lab exists to give students access to professional media authoring tools.

