**Meeting Times and Location**
Wednesday, 1:00p-5:00p, Room 202
FINAL EXAM: Wednesday, week 11, 12:30p-2:30p, Room 202.  <mark>Attendance to final is mandatory.</mark>

**Instructor Name**
Suzanne Hughes

**Office Hours and Location**
Thursday, 9:00-1:00 at the Tutoring Center

**Faculty Email**
suhughes@aii.edu

**Course Description**
This course will cover the essential skills and concepts of texture creation and application, as well as the fundamentals of lighting and rendering. Emphasis will be placed on UV unwrapping within a production pipeline.

**Instructor's additional Description**
The course content will involve 60% Photoshop work and 40% Maya work. As such, it is very important that all students have a solid foundation in image manipulation.

**Course Outcomes**

*Upon successful completion of this course, the student should be able to:*

- Understand the basics of UV texture placement and layout.
- Have a working understanding of texture and material creation.
- Incorporate Advanced Image manipulation techniques.
- Learn basic applications of both lighting and shadows.

**Prerequisites:**  A passing grade in GA132 and MA136

Course Length
Monday, July 10, 2017, to Saturday, September 23, 2017.

**Contact Hours**
32-42

**Credit Value:** 3
A quarter credit hour is an amount of work represented in intended learning outcomes and verified by evidence of student achievement that is an institutionally established equivalency that reasonably approximates not less than: (1) One hour of classroom or direct faculty instruction and a minimum of two hours of out-of-class student work each week for 10-12 weeks, or the equivalent amount of work over a different amount of time; or (2) At least an equivalent amount of work as required in paragraph (1) of this definition for other academic activities as established by the institution including laboratory work, internships, practica, studio work, and other academic work leading to the award of credit hours

**Textbooks**
e-book accessed through eCompanion.

**Recommended Readings**
"How to Cheat in Photoshop" Steve Caplin

**Holidays (school closed):**

**WEEK 9**
Monday, September 4 (Labor Day) – **School Closed**

**Important Dates:**

**WEEK 1**
Monday (7/10/2017):                    Summer I Begins
Friday (7/14/2017):                     Graduation Application due for SU'17 Grads

**WEEK 2**
Tuesday (7/18/2017):                    Last day of Schedule Adjustment Period

**WEEK 6**
Thursday (8/17/2017):                   Summer II Mid-Quarter Begins

**WEEK 7**
Monday (8/21/2017):                     Fall 2017 Registration Begins
Monday (8/21/2017):                     Last day of Schedule Adjustment Period for Mid-quarter

**WEEK 9**
Tuesday (9/5/2017):           IDEA Survey Begins (selected classes)
Friday (9/8/2017):                      Last day to Drop with a "W"

**WEEK 10**
Friday (9/15/2017):                     Last day to submit Incomplete Grade form

**WEEK 11**
Monday (9/18/2017):                     Finals begin
Friday (9/22/2017):                     Last day for Grads to submit Diploma Clearance Form for the FA term
Friday (9/22/2017):                     Portfolio Show
Saturday (9/23/2017):                   Quarter Ends

**Labeling Assignments**
All projects must be turned in with the following information: name, contact information, course/section, instructor, term/date, project/assignment.

**Student Evaluation**
**Grading scale:**

| | | | | | | | |
|---|---|---|---|---|---|---|---|
| 100 – 93 | A | 82 – 80 | B- | 69 – 65 | D+ |
| 92 – 90 | A- | 79 – 77 | C+ | 64 – 60 | D |
| 89 – 87 | B+ | 76 – 73 | C | 59 – 0 | F |
| 86 – 83 | B | 72 – 70 | C- | | |

**Grade percentage/point breakdown:**
Weekly Assignments = 30%
Final Project =50%
Midterm Exam 20%

**Campus Email Policy**
Email communication will be through eCompanion. Be sure to check your Profile in eCompanion to update your email address so that you will receive course communications in a timely manner.

**Tutoring**
One-on-one tutoring is available to you across all subjects through the Tutoring Center at no extra cost. The goal of tutoring is to help you learn and master skills so you can then confidently apply them on your own. Tutoring is helpful for students at all levels. Our tutors are most often fellow students who have excelled in the subjects for which they tutor. You may find a tutor by using the directory at www.aipdtutoring.com. You can also get tutoring information on our Facebook page (search for AiPD Tutoring) or in the Tutoring Center (room 205). If you need additional assistance, give us a call at 503-382-4811 or email Bill Siebold at wsiebold@aii.edu.

**Student Assistance Program**
The college provides, confidential short-term face-to-face counseling, access to 24/7 phone counseling, crisis intervention, and community referral services through Talk One2One (888.617.3362). Students may access this service for a wide range of concerns, including relationship issues, family problems, loneliness, depression, and alcohol or drug abuse. Services are at no extra cost, available 24 hours a day, 7 days a week. If you have any further questions or are in need of immediate on-campus support/assistance, please stop by the Student Services Office on the 3rd Floor or email Jonathan Scrimenti (jscrimenti@aii.edu) or call 503-382-4812.

**ADA Statement**
The Art Institute of Portland provides accommodations to qualified students with disabilities The Dean of Student Affairs assists qualified students with disabilities in the process of acquiring reasonable and appropriate accommodations and in supporting equal access to services, programs and activities at The Art Institute of Portland.

Students who seek reasonable accommodations should notify Jonathan Scrimenti in Student Affairs (jscrimenti@aii.edu or 503-382-4812), of their specific limitations and, if known, their specific requested accommodations. Students will be asked to supply official documentation by a licensed professional of the need for accommodation. Classroom accommodations are not retroactive, but are effective only upon the student sharing approved accommodations with the instructor. Therefore, students are encouraged to request accommodations as early as feasible with Student Affairs to allow for time to gather necessary documentation. If you have a concern or complaint in this regard, please contact Jonathan Scrimenti in Student Services Office on the 3rd Floor or call 503.382.4812. Complaints will be handled in accordance with the school's Internal Grievance Procedure for Complaints of Discrimination and Harassment.

**Evacuation Procedures**
Please proceed to the nearest exit when the strobe lights flash. If you hear an audible alarm, follow the instructions.

**Brewery Blocks:** Evacuation location is around the corner on 10th between Everett and Davis; do not stand in front of the Armory or Deschutes Brewery

**Park Blocks:** The evacuation location is the large metal elephant located just west of the Culinary/Industrial Design buildings within the North Park Blocks between NW Park Ave. and NW 8th Ave.

*Someone will come and inform you when it is safe to come back into the building.  **ALWAYS ASSUME ANY EVACUATION IS REAL***

**Lab Policy**

Leave food and drink outside the classroom. Disciplinary action will be taken toward any student found using the equipment in an inappropriate manner, taking cell phone calls or surfing the web. Disruptive, disrespectful or rude behavior will not be tolerated.

**Plagiarism**
"Plagiarism, presenting the writings, images or paraphrased ideas of another as one's own, is strictly prohibited at The Art Institute of Portland. Properly documented excerpts from others' works, when they are limited to an appropriate amount of the total length of a student's paper, are permissible when used to support a researched argument."

**Attendance Policy for the Art Institute of Portland**
Students who are absent from all scheduled classes over a 14-day period (2 weeks) are subject to automatic attendance suspension—from the Institute, not just from this course. This means the student is administratively withdrawn from all courses and cannot attend classes or continue in the current quarter unless he/she successfully appeals for reinstatement. *Students who anticipate violating the attendance policy should contact their Academic Advisor or Academic Department Director immediately* to discuss options such as withdrawing from the Institute or navigating the appeals process.

**Adding, Dropping and Withdrawing from courses**
**Schedule Adjustment period:** The schedule adjustment period runs through the first week of the quarter (ending at 5 p.m. on Monday of Week 2). To add or drop a course, the student must complete a schedule adjustment form, available from the Registrar's Office or in Academic Affairs. The signature of the student's academic advisor is required to make any changes to the student's schedule.

**Withdrawal (W/WF):** The student who withdraws from a course or from the program during the first nine weeks of the quarter will be assigned a "W" code for each course. The "W" code is not used in computation of the student's grade point average; however, "W" credits are counted toward total credits attempted. The student who withdraws from a course or from the program after the ninth week of the quarter will be assigned a "WF" code for each course. The "WF" code is the equivalent of a grade of "F" and is used in computing the student's grade point average. Students wishing to completely withdraw from The Art Institute of Portland must file an official Status Change Form with the Registrar.

**Absences Policy**
Regular attendance is required for successful completion of this course. *A student who misses the equivalent of three (3) classes will be withdrawn from the class.* Exceptions for extenuating circumstances will be considered at the discretion of the instructor, who must notify the Associate Dean and Registrar's Office of any such exceptions.

**Final Exam Schedule**

| Class Meeting | Exam Meeting |
|---|---|
| Monday Morning | Monday 8:00 - 10:00 am |
| Monday Afternoon | Monday 12:30 - 2:30 pm |
| Monday Evening | Monday 5:30 - 7:30 pm |
| Tuesday Morning | Tuesday 8:00 - 10:00 am |
| Tuesday Afternoon | Tuesday 12:30 - 2:30 pm |
| Tuesday Evening | Tuesday 5:30 - 7:30 pm |
| Wednesday Morning | Wednesday 8:00 - 10:00 am |
| Wednesday Afternoon | Wednesday 12:30 - 2:30 pm |
| Wednesday Evening | Wednesday 5:30 - 7:30 pm |
| Thursday Morning | Thursday 8:00 - 10:00 am |
| Thursday Afternoon | Monday 2:45 - 4:45 pm |
| Thursday Evening | Monday 7:45 - 9:45 pm |
| Friday Morning | Tuesday 10:15am - 12:15 pm |
| Friday Afternoon | Tuesday 2:45 - 4:45 pm |
| Friday Evening | Wednesday 2:45 - 4:45 pm |

Saturday Morning          Tuesday 7:45 - 9:45 pm
Saturday Morning          Tuesday 7:45 - 9:45 pm

Week 1
**Lecture:** Course over view: Brief explanation of major concepts: UV unwrapping, texture painting and lighting. What is a UV map and why is so important to texture creation? What is a texture map as opposed to a material?   **Skill Development:**  Using Photoshop to create the maps that make up a basic texture.

        HOMEWORK WEEK 1:  Creating diffuse, bump and spec maps

Week 2
**Lecture:** What makes a good texture?  Does the size of the texture matter? **Skill Development:** Working with photographic images. Identifying and separating out the basic aspects of a texture.

         HOMEWORK WEEK 2:  Separating diffuse, bump and spec maps from the base texture

Week 3
**Lecture:** What makes a good UV map? What material in Maya do I use? **Skill Development:**  Working with good and bad UV maps.
        HOMEWORK WEEK 3: Working with UV layouts and materials

Week 4
**Lecture:** How can you create your own UV layouts? What things should you pay attention to?   What is a UV set?  **Skill Development:**  Creating UVs and editing them so they can be unfolded and laid out.

        HOMEWORK WEEK 4: UV unwrapping and layout basics. Study for midterm.

Week 5
Midterm Exam
**Lecture:** How can we unwrap complex objects? What makes a good UV layout?  How do you get your UV layouts from Maya to Photoshop?   What is the difference between a bumpmap and a normal map?   Can you turn a bumpmap into a normal map?  **Skill Development:** Unwrapping complex shapes. Creating clean UV layouts.  Working with UV sets. Creating a UV snap shot. Creating and applying normal maps.

        HOMEWORK WEEK 5: Creating a UV set: From maya to phostoshop and back


Week 6
**Lecture:** What makes good lighting?  How should you think about lighting?  What is the difference between Maya's lights? Which ones should you use?  How does the rendering software affect your lights and textures?  What are the differences between a 'hardware' render,'software' render and a 'mental ray' render?  What is the difference between depthmap shadows and raytracing shadows? **Skill Development:** Using Maya's lights effectively. Using depth map and raytracing shadows. Light linking.

        HOMEWORK WEEK 6: Lighting assignment.

Week 7
**Lecture:** Introduction to course final. Is there a relationship between specularity and reflectivity?  How does Maya handle reflectivity? How do you control the amount and look of reflections? How does reflectivity affect render time?  **Skill Development:** working with specularity and reflectivity.
        HOMEWORK WEEK 7: FINAL PROJECT: *Milestone 1*– Layout all UVs

Week 8
**Review student work**
*Instructor must okay all UV layouts before continuing onto Milestone2*
**Lecture:** What is an ambient occlusion and how can you bake an ambient occlusion into you diffuse map? Why would you even do this? **Skill Development:** Baking an ambient occlusion

> HOMEWORK WEEK 8: FINAL PROJECT: *Milestone 2* – Create all base textures and separate out the diffuse maps. Bake an ambient occlusion into diffuse map.

Week 9
**Review student work**
**Lecture:** What is Physical based rendering? Is the workflow for PBR different?

> HOMEWORK WEEK 9: FINAL PROJECT: *Milestone 3* - Rough in Lighting and create spec and normal maps for all texture sets.

Week 10
**Review student work**

> HOMEWORK WEEK 10: FINAL PROJECT COMPLETED and ready to submit.

Week 11
Final project is due

*If you do not turn in a completed final project or fail to attend the final you will not pass the class.*

*This course calendar is subject to revision based on the needs of the class as determined by the instructor.*