

San José State University

Department of Art and Art History

Art 102, 3D Modeling and Printing, Sec. 01, Spring 2017

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Office Hours: T and TR 11-12
Class Day/Time: T TR 12:00-2:50
Class Website: <https://sjsux3df16.wordpress.com/>

For information about majors and minors in Art & Art History, for change of major/minor forms and a list of advisors: <http://www.sjsu.edu/art/> or the Art & Art History department office in ART 116, 408-924-4320, art@sjsu.edu

Course Description

Introduce experimental 3D methods with a focus on conceptual and creative processes using Maya software and 3D printing technology while addressing contemporary uses for artistic production.

Learning Outcomes

Upon successful completion of this course, students will be able to:

LO1: Produce work in line with contemporary art practices.

LO2: Present created work in a professional manner.

LO3: Discuss ideas and concepts related to contemporary 3D digital art.

LO4: Complete original projects exploring the visual and conceptual language of experimental 3D.

LO5: Demonstrate knowledge of the works of some of the most important 3D animation/print artists/ projects.

LO6: Think critically about 3D methods from a digital media art context including 3D rendering, 3D printing, and time-based 3D methods.

LO7: Demonstrate technical skills to use Maya and other open source software.

Required Texts/Readings

Textbook

All the reading material will be available on the class website in pdf format. Students will not need to purchase any books for this class.

Other equipment / material requirements (optional)

External Hard-Drive: Students will need to purchase a hard-drive for this class. The hard drive

must be 500 GB or bigger.

Course Requirements and Assignments

Students will be evaluated on the basis of completed projects (80%), and participation (20%). Projects will be graded on their timely completion (33%), originality in visual and conceptual approach (33%) and evidence of skill development, attention to detail and research (33%).

First Project	15%
Second Experiment	15%
Third Project	15%
Small Assignments	15%
Final Presentation	20%
Participation	20%
Total = 100 points possible.	

Grading Policy and Rubric

A = 100 - 90% ~ Excellent = Student exhibits exemplary effort at comprehension and application of the required materials. All creative and programming work is engaging.

B = 89 - 80% ~ Average = Student completes assignments, and demonstrates a grasp of key programming and creative concepts. Student participates actively in the classroom.

C = 79 - 70% ~ Below Average = Student completes the assignment but may lack enthusiasm or drive to push the work into a detailed creative or critical space. The work lacks creative and aesthetic effort. The work is underdeveloped, incomplete or broken.

D = 69 - 60% ~ Unsatisfactory = Student does not complete the work as assigned. Substantial problems exist in student's work.

F = < 60% ~ Fail = Student does not submit work, or work is below unsatisfactory level.

Classroom Protocol

Projects:

There are three main individual projects for this course (in addition to smaller assignments). On workshop days (see the course outline chart for the dates), students should come to class with their in-progress projects and hard-drives ready to work. If you have your own laptop and prefer to use that for your projects, bring it to class with you for the workshop days.

Students must meet the deadlines for their projects. No late projects will be accepted. On Idea + concept days (see the course outline chart for the dates) students should bring notes, storyboards, sketches, charts, and material that they have used to do research on the specific topic and concept that you are interested in for their project.

Participation:

Participation in class discussions for readings, material that we watch in class, giving feedback to your peers on their work is mandatory. Remember that 20% of your grade is based on your participation in class and you are expected to actively participate in such discourses as they are some of the most important sections of our class. Your brief written summary of your discussion comments will be due to the instructor at the end of each Presentation day and will be evaluated for demonstrated thoughtfulness and understanding of key concepts and issues.

Sleeping in class, texting, and looking at your Facebook or any other activity unrelated to class will also have impact on your participation grade. You are responsible for the missing material if you fall asleep in class.

On Presentation days you must be able to explain and give a clear presentation of your work, research, and concepts. If you have a hard time talking in front of a crowd or remembering your points, use a notebook, powerpoint, sketches or bullet points for your presentations.

For certain readings that I will be assigning in this course you are required to post one paragraph (400 word) response or a video with 4-5 sentences to our class blog. Those who simply summarize what they have read will not receive any points for their responses. You are asked to think critically and post something that questions, criticizes, endorses, and/or adds to the reading. I consider these small assignments as part of your class participation. See the course outline chart for deadlines for these responses.

ART 102/3D Modeling and Printing, Spring 2017, Course Schedule

Week	Date	Topics, Readings, Assignments, Deadlines
1	1/26	Course Introduction /Overview of Syllabus *** Introductions (Instructor-Students) *** Online Research/Tutorials/3D additivism Resources/screen work *** Blog Registration
2	1/31	Due: Reading One --> Post Reading Response on Class Blog *** Intro to Maya basics *** Introduction to experimental 3D methods in Digital Media Art context
2	2/2	Screen related works (narrative + modeling + lighting) *** Work on first modeling assignment
3	2/7	Due: Intro to Maya Basics + Modeling Assignment *** Introduction to Lighting, Introduction to rendering *** Class exercise/Maya Problem Solving
3	2/9	Screen Inspiration Videos *** Ideas + Concepts for the first project (each student must come to class with sketches/storyboard/research notes/and concepts they are interested in)
4	2/14	Introduction to texture + 2D vs. 3D *** Workshop Day
4	2/16	Workshop Day (working on your first project)
5	2/21	First Project DUE *** Presentation Day ---> Student Presentation of First Project
5	2/23	Presentation Day ---> Student Presentation of First Project
6	2/28	Introduction to Keyframe Animation ; Timeline ; Graph Editor ; Playblast; Batch Rendering *** <Skill: Variable> ***Class Exercise
6	3/2	Due: Ideas + Concepts for the Second Project *** Screen: Related Videos *** Introduction to Maya with Unity
7	3/7	Maya Problem Solving/Workshop Day
7	3/9	Due: Reading 2

8	3/14	Introduction 3D printing software *** Students find obj and stl's and run test print on UP Printers *** Additive processes and subtractive processes.
8	3/16	Screen: Related Videos *** Introduction 3D printing software *** Students find obj and stl's and run test print on UP Printers *** Additive processes and subtractive processes.
9	3/21	Workshop Day + Printing
9	3/23	Second Project DUE *** Presentation Day ---> Student Presentation of Second Project
10	3/28	Spring Break
10	3/30	Spring Break
11	4/4	Due: Reading 3 *** Refresh of Time based animation (scene setup and batch render) *** <Skill: Variable> *** Organizing groups for third project
11	4/6	Show and Tell: Different Maya Components (Student Presentations)
12	4/11	Due Ideas + Concepts for the final project (each student/team must come to class with sketches/research notes/and concepts they are interested in)
12	4/13	Screen Inspiration Videos + discussion *** Work in class on projects
13	4/18	Third Project Due
13	4/20	Student Presentation of Third Project
14	4/25	Introduction of Final, In Class Exercise
14	4/27	Due: Reading 4 *** Autodesk Fieldtrip!!! Meet at 3 pm at Pier 9 in San Francisco
15	5/2	In class work on final ideation + prototyping exercise
15	5/4	Rendering Week + Work Week For Final Project

16	5/9	Due: Final Project Presentation Day ---> Student Presentation of Final Project
16	5/11	Presentation Day ---> Student Presentation of Final Project
17	5/16 Final	The final project + paper is due no later then May 16th

University Policies

Dropping and Adding

Students are responsible for understanding the policies and procedures about add/drop, grade forgiveness, etc. Refer to the current semester's [Catalog Policies](http://info.sjsu.edu/static/catalog/policies.html) section at <http://info.sjsu.edu/static/catalog/policies.html>. Add/drop deadlines can be found on the current academic year calendars document on the [Academic Calendars webpage](http://www.sjsu.edu/provost/services/academic_calendars/) at http://www.sjsu.edu/provost/services/academic_calendars/. The [Late Drop Policy](http://www.sjsu.edu/aars/policies/latedrops/policy/) is available at <http://www.sjsu.edu/aars/policies/latedrops/policy/>. Students should be aware of the current deadlines and penalties for dropping classes.

Information about the latest changes and news is available at the [Advising Hub](http://www.sjsu.edu/advising/) at <http://www.sjsu.edu/advising/>.

Consent for Recording of Class and Public Sharing of Instructor Material

[University Policy S12-7](http://www.sjsu.edu/senate/docs/S12-7.pdf), <http://www.sjsu.edu/senate/docs/S12-7.pdf>, requires students to obtain instructor's permission to record the course and the following items to be included in the syllabus:

- “Common courtesy and professional behavior dictate that you notify someone when you are recording him/her. You must obtain the instructor’s permission to make audio or video recordings in this class. Such permission allows the recordings to be used for your private, study purposes only. The recordings are the intellectual property of the instructor; you have not been given any rights to reproduce or distribute the material.”
 - It is suggested that the greensheet include the instructor’s process for granting permission, whether in writing or orally and whether for the whole semester or on a class by class basis.
 - In classes where active participation of students or guests may be on the recording, permission of those students or guests should be obtained as well.
- “Course material developed by the instructor is the intellectual property of the instructor and cannot be shared publicly without his/her approval. You may not publicly share or upload instructor generated material for this course such as exam questions, lecture notes, or homework solutions without instructor consent.”

Academic Integrity

Your commitment, as a student, to learning is evidenced by your enrollment at San Jose State

University. The [University Academic Integrity Policy S07-2](http://www.sjsu.edu/senate/docs/S07-2.pdf) at <http://www.sjsu.edu/senate/docs/S07-2.pdf> requires you to be honest in all your academic course work. Faculty members are required to report all infractions to the office of Student Conduct and Ethical Development. The [Student Conduct and Ethical Development website](http://www.sjsu.edu/studentconduct/) is available at <http://www.sjsu.edu/studentconduct/>.

Campus Policy in Compliance with the American Disabilities Act

If you need course adaptations or accommodations because of a disability, or if you need to make special arrangements in case the building must be evacuated, please make an appointment with me as soon as possible, or see me during office hours. [Presidential Directive 97-03](http://www.sjsu.edu/president/docs/directives/PD_1997-03.pdf) at http://www.sjsu.edu/president/docs/directives/PD_1997-03.pdf requires that students with disabilities requesting accommodations must register with the [Accessible Education Center](http://www.sjsu.edu/aec) (AEC) at <http://www.sjsu.edu/aec> to establish a record of their disability.

Accommodation to Students' Religious Holidays

San José State University shall provide accommodation on any graded class work or activities for students wishing to observe religious holidays when such observances require students to be absent from class. It is the responsibility of the student to inform the instructor, in writing, about such holidays before the add deadline at the start of each semester. If such holidays occur before the add deadline, the student must notify the instructor, in writing, at least three days before the date that he/she will be absent. It is the responsibility of the instructor to make every reasonable effort to honor the student request without penalty, and of the student to make up the work missed. See [University Policy S14-7](http://www.sjsu.edu/senate/docs/S14-7.pdf) at <http://www.sjsu.edu/senate/docs/S14-7.pdf>.

Student Technology Resources

Computer labs for student use are available in the [Academic Success Center](http://www.sjsu.edu/at/asc/) at <http://www.sjsu.edu/at/asc/> located on the 1st floor of Clark Hall and in the Associated Students Lab on the 2nd floor of the Student Union. Additional computer labs may be available in your department/college. Computers are also available in the Martin Luther King Library. A wide variety of audio-visual equipment is available for student checkout from Media Services located in IRC 112. These items include DV and HD digital camcorders; digital still cameras; video, slide and overhead projectors; DVD, CD, and audiotape players; sound systems, wireless microphones, projection screens and monitors.

SJSU Peer Connections

Peer Connections, a campus-wide resource for mentoring and tutoring, strives to inspire students to develop their potential as independent learners while they learn to successfully navigate through their university experience. You are encouraged to take advantage of their services which include course-content based tutoring, enhanced study and time management skills, more effective critical thinking strategies, decision making and problem-solving abilities, and campus resource referrals.

In addition to offering small group, individual, and drop-in tutoring for a number of undergraduate courses, consultation with mentors is available on a drop-in or by appointment basis. Workshops are offered on a wide variety of topics including preparing for the Writing Skills Test (WST), improving your learning and memory, alleviating procrastination, surviving

your first semester at SJSU, and other related topics. A computer lab and study space are also available for student use in Room 600 of Student Services Center (SSC).

Peer Connections is located in three locations: SSC, Room 600 (10th Street Garage on the corner of 10th and San Fernando Street), at the 1st floor entrance of Clark Hall, and in the Living Learning Center (LLC) in Campus Village Housing Building B. Visit [Peer Connections website](http://peerconnections.sjsu.edu) at <http://peerconnections.sjsu.edu> for more information.

SJSU Writing Center

The SJSU Writing Center is located in Clark Hall, Suite 126. All Writing Specialists have gone through a rigorous hiring process, and they are well trained to assist all students at all levels within all disciplines to become better writers. In addition to one-on-one tutoring services, the Writing Center also offers workshops every semester on a variety of writing topics. To make an appointment or to refer to the numerous online resources offered through the Writing Center, visit the [Writing Center website](http://www.sjsu.edu/writingcenter) at <http://www.sjsu.edu/writingcenter>. For additional resources and updated information, follow the Writing Center on Twitter and become a fan of the SJSU Writing Center on Facebook. (Note: You need to have a QR Reader to scan this code.)

SJSU Counseling Services

The SJSU Counseling Services is located on the corner of 7th Street and San Fernando Street, in Room 201, Administration Building. Professional psychologists, social workers, and counselors are available to provide consultations on issues of student mental health, campus climate or psychological and academic issues on an individual, couple, or group basis. To schedule an appointment or learn more information, visit [Counseling Services website](http://www.sjsu.edu/counseling) at <http://www.sjsu.edu/counseling>.

