KONT28, Introduction to 3D Animation with Maya, 12 credits

Introduktion till 3D-animering med Maya, 12 högskolepoäng
Second Cycle / Avancerad nivå

Details of approval

The syllabus was approved by Department Board of Malmö Art Academy on 2022-12-15 to be valid from 2023-01-16, spring semester 2023.

General Information

Lund University, Faculty of Fine and Performing Arts, Malmö Art Academy.

Optional course for the MFA programme (KAFKO).

Language of instruction: Swedish and English

Main field of studies	Depth of study relative to the degree requirements
Fine Arts	AXX, Second cycle, in-depth level of the course cannot be classified

Learning outcomes

 The final intention is to leave the student with a general foundation of all aspects of production in Maya as well as deeper coverage of the most important needs of CG production workflow: lighting, rendering, and integration. The course will aim to teach such concepts and practicalities of workflow in each lecture, and will give the assignment on the student to practice with Maya in lab time as well as in personal time. Weekly exercises emphasizing project design and production technique will force the student to discover Maya. The participants are expected to match minimum attendance and to present the final animation project. This course will be collaborated with Inter Art Center and offered as masterclasses for PhD students within the Faculty of Fine and Performing Arts.

Course content

This course introduces students to the major features of Maya: modeling, animation,

texture, lighting, rendering, rigging and popular workflow. Concepts are quickly reviewed and explained and then demonstrated using Maya in advanced level. Students will gain proficiency by following class examples as well as creating projects and exercises. The coursework is designed to make sure the student is exposed to all relevant aspects of CG creation with Maya with an eye toward giving the student a base foundation from which to explore and expand.

-.Course Outline
Design for 3D Printing
Modelling / Rigging
Texture / Lighting,
Rendering

Course design

Teaching is mostly in the form of laboratory work with continuous supervision. After an introductory technical review, the students conduct their own projects. The course may conclude with a presentation of these projects. -.The student will be able to

To gain knowledge and skills related to 3D modeling
To learn the selection of material, texture, lighting setup, fx effect
To understand the workflows for the animation project
To apply these techniques into various applications in the future
3D scan, motion capture, 3D printing

Assessment

For the grade pass the student needs to be at least 80% present at lectures, seminars and workshops and the grade pass on tasks, if any.

The examiner, in consultation with Disability Support Services, may deviate from the regular form of examination in order to provide a permanently disabled student with a form of examination equivalent to that of a student without a disability.

Subcourses that are part of this course can be found in an appendix at the end of this document.

Grades

Marking scale: Fail, Pass.

Entry requirements

BFA in Fine Art or equivalent.

Subcourses in KONT28, Introduction to 3D Animation with Maya

Applies from V23

2301   Introduction to 3D Animation with Maya, 12,0 hp
      Grading scale: Fail, Pass