## DAGV 1200 - Introduction to 3D Modeling and Surfacing

### Instructor Contact Information

### Course Description

It covers the 3D pipeline, which includes pre-production (rough placeholder art), production (finished art), and post-production (composite and effects). Instruct students to develop 3D models, UV maps, and 2D textures. Teaches how to integrate models into a realtime rendering engine.

### Course Outcomes

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

* Use several different modeling methods to create detailed 3D poly-meshes
* Effectively UV Map using UDIMS
* Surface texture your models in Substance Painter with stunning results
* Integrating assets with the Unity game engine to render in realtime
* Render out commercial quality images using Substance Painters Iray Render.

### Prerequisites and Needed Skills

None

### Materials, Fees, and Technology Tools

[GitHub Account (Student Version)Links to an external site.](https://education.github.com/pack)

[GIT Kraken (Student Version)Links to an external site.](https://www.gitkraken.com/)

[AUTODESK MAYA (Education Version)Links to an external site.](https://www.autodesk.com/education/edu-software/overview?sorting=featured&page=1&filters=me-products,individual)

[Links to an external site.](https://www.autodesk.com/education/edu-software/overview?sorting=featured&page=1&filters=me-products,individual)[Substance Painter (Student Version)Links to an external site.](https://www.substance3d.com/education/)

[Unity 3D (Student Version)Links to an external site.](https://unity.com/)

### How This Course Works

#### Course Mode: Online

Canvas is where content, grades, and communications will reside for this course.

Each week, students will complete one Unit. Units can be found in the modules section of Canvas. Within the Modules, students will have sections that may include watching videos, reading content, practicing activities, discussing content, completing labs, submitting work, and assessing with quizzes.

This is a three-credit hour class course; students should expect to spend up to **9+ hours a week** completing course activities.

Typical course elements are 3D modeling, UV-Mapping, surfacing in respective content creative software, and committing work to a repository.

**Third-Party Usage:**

The course will use the following third parties for course content:

[Unity.comLinks to an external site.](https://unity.com/)

[GitHub.comLinks to an external site.](https://github.com/)

[gitkraken.comLinks to an external site.](https://www.gitkraken.com/)

#### Student Responsibilities:

* *Start class during the first week of the term.*
* ***Be accountable by setting aside regular time each week to complete course activities and assignments on time as noted per the due dates****.*
* *Learn Canvas, including communication tools (e.g., discussion, Canvas inbox, etc.). If you have technology-related problems, contact the* [*Service DeskLinks to an external site.*](https://www.uvu.edu/servicedesk/)
* *Abide by ethical standards. Your work must be your own.*
* *Contact your instructor as early as possible if an emergency arises. Be sure to ask for an extension before the last minute.*
* ALL work submitted is done solely by the student. Use of any outside work will result in a failing grade. The course will be broken down into a series of outcomes; each outcome will have some modules to help the students work through the class. Each module will contain Information about the results, Demonstration Video(s), Projects and Milestones, Quizzes, and Exams.
* Students are expected to work, be sect-motivated, and follow through. There is an expectation of creativity and problem-solving.
* Students are expected to work at least six hours a week on their objectives for the course. They are supposed to plan and execute these objectives regularly.

#### Instructor Responsibilities:

* *Respond to emails within ONE business day. If multiple emails regarding the same question or concern are received, they may respond to an announcement to the entire class.*
* *Provide timely, meaningful, and constructive feedback on assignments.*
* *Facilitate a practical learning experience.*
* *Refer students to appropriate services for non-course content-specific issues—for instance, technical problems, writing labs, accessibility services, etc.*
* *Mentor students through the course.*

**Attendance**

Regular attendance is essential to success in the class. Students can expect the following: Students may receive a failing grade if they miss more than four times. Read UVU policies on attendance for more Information.

**Policies**

Reminder: work must be 100% original and made by the student for the class. Any other assignments will result in a failing grade. There is no extra credit offered in this course. Students can resubmit assignments at any time.

Be sure always to back up files regularly. Only finished or lost projects will be accepted due to data loss or mismanagement.

Students must understand that university policy dictates ownership of intellectual property developed in the context of a school course. The University owns Such products and not the students, faculty, or staff involved in these intellectual property assets' instruction, coordination, support, and production.

As a student majoring in Digital Media, wish to market a project (or any other title developed while you are a student). A process has been established through UVU's Office of Technology Commercialization. Students must conform to the rules, policies, and procedures this university department outlines. Discussions on the part of this process will be in class.

#### Inclusion Statement

UVU is committed to preparing all students and employees for success in an increasingly complex, diverse, and globalized society. We promote civility and respect for the dignity and potential of each individual. We seek to advance the understanding of diverse perspectives. We value and promote collegial relationships and mutual respect among students, faculty, and staff. We acknowledge and seek to address the needs of underrepresented populations and students with varying levels of academic preparation, even as we strive to provide access and support for all students and employees in culturally appropriate and responsible ways.

### Grading and Late Work Statement

**Grading Criteria**

Instructors and peers will grade using a rubric provided in course outcomes.

In part, projects will be graded objectively by measurable advancement, without bias or opinion, including the technical aspects and concepts and a demonstration of the toolset or software.

Assignment grading is by completion. The assessment will include the elements and concepts of design, the use of problem-solving skills, and craftsmanship. It is relevant to industry standards, which define the quality of the work submitted as determined by the course instructor.

There is a high expectation of academic integrity on all course assignments and activities. Plagiarism, cheating, and fabrication or falsification of projects will not be tolerated and will have severe consequences. If Students have questions, please read the University's "Student Rights and Responsibilities" policy.

Late work will be given a 10% daily fee. Late work will default to a 0 until submitted.

#### Grading Scale:

The following grading standards will be used in this class:

**GradePercent**

**A**94-100

**A-**90-93

**B+**87-89

**B**83-86

**B-**80-82

**C+**77-79

**C**73-76

**C-**70-72

**D+**67-69

**D**63-66

**D-**60-62

**E**0-59

#### Assignment Categories

**Activity**

**[Percent/Point]**

Assignments/ Submissions

20%

Discussions

15%

Quizzes

15%

Labs

30%

Projects

20%

#### Late Work Statement:

### Assignment and Assessment Descriptions

#### Assignments:

Students complete tutorials, work through labs, practice comprehensively, and submit assignments. All assignments will be offered through Canvas. Students will store their work on a repository using github.com. Students are expected to practice 3-4 times a week on different days.

#### Discussions:

Discussions are used to help you and other students work through the content of the course. It will help you invent new ideas, share thoughts about Scripts and game development, and support.

Discussions will be opportunities to explore topics together. Posts to the discussion add significantly to the conversation and support your point of view. *Comments that add little to a discussion will receive* ***no credit****.* It is okay to disagree in a discussion. Much learning happens when we disagree. However, we must be respectful and keep our online classroom safe.

Due dates for discussions correspond with the initial post date, usually a **Thursday**. Follow-up comments are due by Sunday. Follow-up posts are expected to be after the due date and are not marked as late. Discussions conclude by the **Sunday** following the due date. After this, work will be marked late.

#### Assessments:

Small quizzes will make students competent in materials; these quizzes will be taken here in Canvas. These quizzes are short, straightforward, and repeatable.

### Course Schedule

[**Course Schedule Canvas page**](https://uvu.instructure.com/courses/511003/pages/course-schedule)

### UVU Policies and Resources

[Policies and ProceduresLinks to an external site.](https://www.uvu.edu/otl/students/policiesandprocedures.html)

[Student Success ResourcesLinks to an external site.](https://www.uvu.edu/otl/students/index.html)

[Accessibility Services Links to an external site.](https://www.uvu.edu/accessibility-services/)

* Students who need accommodations because of a disability may contact the UVU Office of Accessibility Services (OAS) on the Orem Campus in LC 312. Call the OAS office at 801-863-8747 to schedule an appointment or speak with a counselor. For deaf/Hard of Hearing individuals, email nicole.hemmingsen@uvu.edu or text 385-208-2677.

[Campus ResourcesLinks to an external site.](https://www.uvu.edu/otl/students/campus_resources.html)

### Technology Support Services

For 24/7 technical support, contact the [instructor's Canvas Support Live ChatLinks to an external site.](https://cases.canvaslms.com/liveagentchat?chattype=student&sfid=001A00000085cNxIAI)

(385) 204-4930 (Available 24/7)