



DAGV 4450 Syllabus

For additional course information, including prerequisites, corequisites, and course fees, please refer to the Catalog: <https://catalog.uvu.edu/>

Semester: Spring

Year: 2025

Course Prefix: DAGV

Course and Section #: 4450 301

Course Title: Advanced Technical Direction II

Credits: 3

Course Description

The Technical Direction course is designed to support students in their senior capstone class by providing them with the necessary skills and knowledge in technical direction for animation and game development. Throughout the course, students will actively contribute to a group animation or game project, focusing on technical aspects and ensuring the smooth execution of the project. The covered subjects are integral to successfully executing capstone projects, and their emphasis will be tailored according to the project requirements. The course also places a significant focus on polishing and finalizing a portfolio/resume of professional quality, showcasing both artistic and technical expertise.

Course Attributes

This course has the following attributes:

- General Education Requirements
- Global/Intercultural Graduation Requirements
- Writing Enriched Graduation Requirements
- Discipline Core Requirements in Program
- Elective Core Requirements in Program
- Open Elective

Other: *Click here to enter text.*

Instructor Information

Instructor Name: Clayton Lantz

Student Learning Outcomes

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

1. Understand the role of technical direction in animation and game development.
 2. Demonstrate proficiency in using industry-standard tools and software for technical direction.
 3. Collaborate effectively within a group setting to advance the animation or game project.
 4. Apply technical expertise to solve challenges and improve the overall quality of the project.
 5. Develop strategies for managing resources, timelines, and potential obstacles in the production process.
 6. Present and showcase their technical contributions to their peers and industry professionals.
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Course Materials and Texts

Required Tools:

- Autodesk Maya

Course Requirements

Course Assignments, Assessments, and Grading Policy

Assignments: Weekly iterative exercises related to topic of study. (70% of overall grade)

Participation: Engagement in discussions, presentations, and critiques. (10% of overall grade)

Projects: Midterm and final project demonstrating comprehension and competency. (20% overall grade)

Late Policy: Assignments are subject to a 10% late penalty per day with a cut-off at one week after the due date.

Required or Recommended Reading Assignments

None

General Description of the Subject Matter of Each Lecture or Discussion

Week 1: Introduction to Technical Direction

- Overview of technical direction in animation and game development, introduction to industry-standard tools and software.

Week 2: Team Formation and Role Assignment

- Formation of project groups and assignment of roles, establishing team goals and project timelines, techniques for effective collaboration and communication.

Week 3: Technical Planning and Pre-production

- Developing a technical plan for the project, storyboarding and concept design, resource allocation and setting project milestones.

Week 4: Project Management Techniques

- Strategies for effective project management and timeline adjustments, resource management and delegation of tasks within the group, adapting to changes and overcoming obstacles in the project.

Week 5: Rigging Setups

- Overview of rigging techniques for characters and props, incorporating facial rigging and advanced deformations, group work on implementing and refining rigging setups in the project.

Week 6: Lighting Techniques

- Understanding lighting principles and their impact on scene aesthetics, practical exercises in setting up lighting for animation and game projects, group collaboration on lighting designs for the project.

Week 7: Visual Effects Integration

- Incorporating visual effects into the projects, utilizing compositing techniques to increase output and enhance visual aesthetics.

Week 8: Level Design and Environment Creation

- Principles of level design for games and animations, techniques for creating immersive environments, group development of environmental assets.

Week 9: Animation

- Determine animation needs for the project and review animation principles, begin animation sequences for animations and game sequencers, refine animations with in-betweens.

Week 10: Problem-Solving and Troubleshooting

- Identifying common technical challenges and solutions, troubleshooting methods in animation and game development, group discussions on specific challenges encountered in the project.

Week 11-12: Portfolio Development

- Develop individual portfolios, showcase artistic and technical skills specific to specific disciplines, provide guidance on creating a professional resume tailored for the industry, peer review sessions for portfolio feedback.

Week 13: Presentations

- Preparing effective presentations to showcase project work, techniques for clear communication and professional delivery.

Week 14: Final Project Showcase

- Present final projects and portfolios, reflection on the course experience and discussion of next steps in students' careers.

Required Course Syllabus Statements

Generative AI

The use of generative AI tools is permitted for reference and inspiration purposes only. All submitted work must be original and created by the student. Plagiarism, including the uncredited use of AI-generated content, is strictly prohibited and will be addressed according to university policies.

Using Remote Testing Software

This course does not use remote testing software.

This course uses remote testing software. Remote test-takers may choose their remote testing locations. Please note, however, that the testing software used for this may conduct a brief scan of remote test-takers' immediate surroundings, may require use of a webcam while taking an exam, may require the microphone be on while taking an exam, or may require other practices to confirm academic honesty. Test-takers therefore shall have no expectation of privacy in their test-taking location during, or immediately preceding, remote testing. If a student strongly objects to using test-taking software, the student should contact the instructor at the beginning of the semester to determine whether alternative testing arrangements are feasible. Alternatives are not guaranteed.

Required University Syllabus Statements

Accommodations/Students with Disabilities

Students needing accommodations due to a permanent or temporary disability, pregnancy or pregnancy-related conditions may contact UVU [Accessibility Services](#) at accessibilityservices@uvu.edu or 801-863-8747.

Accessibility Services is located on the Orem Campus in BA 110.

Deaf/Hard of Hearing students requesting ASL interpreters or transcribers can contact Accessibility Services to set up accommodations. Deaf/Hard of Hearing services can be contacted at DHHservices@uvu.edu

DHH is located on the Orem Campus in BA 112.

Academic Integrity

At Utah Valley University, faculty and students operate in an atmosphere of mutual trust. Maintaining an atmosphere of academic integrity allows for free exchange of ideas and enables all members of the community to achieve their highest potential. Our goal is to foster an intellectual atmosphere that

produces scholars of integrity and imaginative thought. In all academic work, the ideas and contributions of others must be appropriately acknowledged and UVU students are expected to produce their own original academic work.

Faculty and students share the responsibility of ensuring the honesty and fairness of the intellectual environment at UVU. Students have a responsibility to promote academic integrity at the university by not participating in or facilitating others' participation in any act of academic dishonesty. As members of the academic community, students must become familiar with their [rights and responsibilities](#). In each course, they are responsible for knowing the requirements and restrictions regarding research and writing, assessments, collaborative work, the use of study aids, the appropriateness of assistance, and other issues. Likewise, instructors are responsible to clearly state expectations and model best practices.

Further information on what constitutes academic dishonesty is detailed in [UVU Policy 541: Student Code of Conduct](#).

Equity and Title IX

Utah Valley University does not discriminate on the basis of race, color, religion, national origin, sex, sexual orientation, gender identity, gender expression, age (40 and over), disability, veteran status, pregnancy, childbirth, or pregnancy-related conditions, citizenship, genetic information, or other basis protected by applicable law, including Title IX and 34 C.F.R. Part 106, in employment, treatment, admission, access to educational programs and activities, or other University benefits or services. Inquiries about nondiscrimination at UVU may be directed to the U.S. Department of Education's Office for Civil Rights or UVU's Title IX Coordinator at 801-863-7999 – TitleIX@uvu.edu – 800 W University Pkwy, Orem, 84058, Suite BA 203.

Religious Accommodation

UVU values and acknowledges the array of worldviews, faiths, and religions represented in our student body, and as such provides supportive accommodations for students. Religious belief or conscience broadly includes religious, non-religious, theistic, or non-theistic moral or ethical beliefs as well as participation in religious holidays, observances, or activities. Accommodations may include scheduling or due-date modifications or make-up assignments for missed class work.

To seek a religious accommodation, a student must provide written notice to the instructor and the Director of Accessibility Services at accessibilityservices@uvu.edu. If the accommodation relates to a scheduling conflict, the notice should include the date, time, and brief description of the difficulty posed by the conflict. Such requests should be made as soon as the student is aware of the prospective scheduling conflict.

While religious expression is welcome throughout campus, UVU also has a [specially dedicated space](#) for meditation, prayer, reflection, or other forms of religious expression.