N446 Advanced Techniques in 3D
Department of Human-Centered Computing
Indiana University School of Informatics and Computing, Indianapolis
Fall 2014

Section No.: (Undergrad) 32801, (Graduate) 32705  Credit Hours: 3
Time: Thursdays 3:00–5:40 pm
Location: IT 255, Informatics & Communications Technology Complex
535 West Michigan Street, Indianapolis, IN 46202 [map]
First Class: August 28, 2014
Website: https://oncourse.iu.edu/portal/site/FA14-IN-NEWM-N485-32801
https://oncourse.iu.edu/portal/site/FA14-IN-NEWM-N585-32795

Instructor: Zebulun M. Wood, MS in Technology, Lecturer
Office Hours: M, T 1-5, and/or by Appointment
Office: IT 463, Informatics & Communications Technology Complex
535 West Michigan Street, Indianapolis, IN 46202 [map]
Phone: 317-278-4140 (Office),
Email: zwood@iupui.edu
Website: http://soic.iupui.edu/people/zeb-wood/
http://www.indianauploaded.org

Prerequisites: (Undergrad) N440 (Graduate) N/A

COURSE DESCRIPTION
Advanced topics in 3D such as but not limited to dynamics simulations (particles, clothing, hair and fluids) paint effects and rendering them realistically, MEL/python scripting, matchmoving techniques, and completing an entire shot from inception to completion as well as pipeline integration.

Extended DESCRIPTION
Students will develop a set of miniature projects over the course of the semester in advanced areas of 3D production dealing with dynamics and its implementation into various pipelines such as film or full CG cinematic. Students will understand how to take a cinematic shot from inception to completion while implementing the most advanced effects possible within computing constraints.

Graduate Cross-listing
This course is a cross listed course with both undergraduate and graduate students. Expectations from week to week will differ for each level of student. Graduate students are often requested to implement double the work as undergrads, research new problems and summarize solutions to problems to their undergraduate peers.

**Required Text(s):**

There are no required texts for this course.

**Additional Readings: (if required)**

There are no required texts for this course.

**Principles of Undergraduate Learning (PUL):**

Learning outcomes are assessed in the following areas:

1A. Core communication: written, oral and visual skills [OS – Minor emphasis]
1B. Core communication: quantitative skills [QS – Some emphasis]
1C. Core communication: information resources skills [IRS – Some emphasis]
2. Critical thinking [CT – MAJOR emphasis]
3. Integration and application of knowledge [AoK – MAJOR emphasis]
4. Intellectual depth, breadth, and addictiveness
5. Understanding society and culture
6. Values and ethics

**Learning Outcomes:**

<table>
<thead>
<tr>
<th>Upon completion of this course, the student will</th>
<th>PUL</th>
<th>Assessment</th>
</tr>
</thead>
<tbody>
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<td>Develop, discuss, and implement from preproduction, to production, to post production of dynamics simulations for film or CG cinematic</td>
<td>Major</td>
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</tr>
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<td>Create at minimum an advanced composite including several dynamics simulations for film or CG cinematic</td>
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<td>Interpret use, need, and efficiencies for visual effects pipelines</td>
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<td>Explore, create, experiment, and iterate visual effects</td>
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<tr>
<td>Apply match moving, simulation, caching, and rendering pipelines to Production formats</td>
<td>Major</td>
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</tr>
<tr>
<td>Deliver dynamics for film and short story projects as well as scientific simulation productions.</td>
<td>Major</td>
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</tbody>
</table>
Principles of Graduate and Professional Learning (PGPL)

Learning outcomes are assessed in the following areas:
1. Knowledge and skills mastery (K&S)
2. Critical thinking and good judgment (CT)
3. Effective communication (EC)
4. Ethical behavior (EB)

Student Learning Outcomes:

<table>
<thead>
<tr>
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Software used:
Autodesk Maya 2014 +  
Zbrush 4r6 +  
Adobe Production Suite (Photoshop, AfterEffects, Premiere,)
Foundry Nuke
Potential Plugins/software - Krakatoa, RealFlow, OpenVDB, continuously updating, unique to student interest

EXPECTATIONS, GUIDELINES, AND POLICIES

Attendance:
For success in this class I expect students to attend each class session. I will only allow missed classes if you give me notice a full week in advance. This class has a stringent attendance policy of 1 dropped letter grade for each 2 classes missed. I will take attendance at the beginning of each class.
Incomplete:
The instructor may assign an Incomplete (I) grade only if at least 75% of the required coursework has been completed at passing quality and holding you to previously established time limits would result in unjust hardship to you. All unfinished work must be completed by the date set by the instructor. Left unchanged, an Incomplete automatically becomes an F after one year. http://registrar.iupui.edu/incomp.html

Deliverables:
You are responsible for completing each deliverable (e.g., assignment, quiz) by its deadline and submitting it by the specified method. Deadlines are outlined in the syllabus or in supplementary documents accessible through OnCourse. Should you miss a class, you are still responsible for completing the deliverable and for finding out what was covered in class, including any new or modified deliverable. In fairness to the instructor and students who completed their work on time, a grade on a deliverable shall be reduced 10%, if it is submitted late and a further 10% for each 24-hour period it is submitted after the deadline.

Exams/quizzes:
There are no exams or quizzes

Lab assignments:
Class tutorials and demos must be completed with the instructor. Failure to do so can result in a detrimental effect on effort and class participation scores.

Class assignments:
I WILL require homework exercises following tutorials or in class demo each week. I expect these to be completed by the next class.

Grading Information:
- Requirements (projects, papers, class participation)
- Percentage of each assignment
- If class participation is part of the final grade, you must explain to the student how the participation will be evaluated
- Method of assigning grades

WEEKLY SCHEDULE
Date for each class meeting:
- Specific pre-class readings
- Specific subject matter/topics covered
- Goals and objectives of each class period
Tentative Weekly Outline

Week 1:  
Introduction  
Syllabus  
Section Assignments and Final Assignment Brief  
Assignment – Place 3 Film and VFX Breakdowns on Oncourse Forums for review and discussion

Week 2:  
Lecture:  
NParticles Overview  
Lab:  
Assignment:  
NParticles: Create a Render able wind, twister, or violent rain. 10 seconds due Week #4

Week 3:  
Lecture:  
NParticles in Application(s)  
Lab:  
Assignment:  
Work on NParticles Assignment

Week 4:  
Lecture:  
Review NParticles Section Assignment  
Soft and Rigid Dynamics With Nucleus Node Overview  
Lab:  
Assignment:  
Create Physics based simulation, One Rigid body, one soft body simulation. 5 seconds each. Due Week #6 A Playblast is sufficient.

Week 5:  
Lecture:  
Soft and Rigid Dynamics Application(s)  
Lab:  
Assignment:  
Work on Dynamics assignment

Week 6:  
Review Soft/Rigid Body Dynamics Section Assignment  
Lecture Hair Dynamics Overview  
Lab:  
Assignment:  
Using Hair Dynamics create a working Head of Hair, and simulate. 5 seconds of simulation only. This could be on a sphere, or better, a character. Due week #8 A render is required.

Week 7:  
Lecture:  
NHair Application(s)  
Lab:  
Assignment:  
Work on NHair Assignment

Week 8:  
Lecture:  
Review NHair Section Assignment  
NCloth Overview
Lab:
Assignment   Using NCloth Simulation and dynamics create a real working example.  5 seconds of simulation only. This could be a flag, pile of clothes, clothes on a character etc.
A Render is required. Due Week #10

Week 9:  Lecture:    Cloth Application(s)
        Lab:
        Assignment   Work on NCloth assignment

Week 10: Lecture:   Review NCloth Assignment
                    Fluids Overview
        Lab:
        Assignment   Final introduction, Last day for proposals to be accepted week #11

Week 11: Lecture:   Proposals for Finals presented and dissected for solutions
                    Fluids Applications
        Lab:
        Assignment   Work on Fluids assignment and Final

Week 12: Lecture:   Review Fluids Assignments
                    3D Camera Tracking integration for Film compositing Visual
                    Effects
        Lab:
        Assignment   3D Tracking Assignment continue to work on final

Week 13:
        Lecture:   3D Tracking Review, Rendering Review, Compositing Review
        Lab:
        Assignment   Work on Final, begin render prep

Week 14:
        All Lab Day:
        Assignment   Work on Final, begin render prep

Week 15:
        All Lab Day:
        Assignment   Present Draft of Final, Tweak mistakes polish composite or final images

Week 16   Present Finals
Grading Information:

● **Weekly Assignments**

All assignments are to be delivered in a folder with your name, class #, and week # titled, if the assignment is Maya based; with Maya project folders, and will be evaluated through Oncourse within the week.

    Each weekly assignment is worth 50 points each.

Weekly assignments will consist of randomly assigned projects mostly researched based.

● **Section Assignments**

All Section Assignments are to be delivered in a folder with your name, class #, and week # titled, if the assignment is Maya based; with Maya project folders, and will be evaluated through Oncourse within the week. Include a Playblasted video in the MOVIES folder of your Maya project Folder.

● **Final Project Milestone** is a final assessment of your ability to understand and implement the practices learned each week and is worth 300 points.
    ○ 100 points towards overall visual quality and appeal of shot
    ○ 100 points toward technical prowess of dynamics performed and executed
    ○ 100 points toward integration of solid pipeline practices once pitched

● **Professionalism (100 pts)**

  Professionalism is the highest quality a student of industry can gain and respect. We are all adults, the following are areas in which we will earn or lower your grade over the 11 weeks of class.

    - Attitude (be excited)
    - Tardiness
    - Contributing and requesting of Critiques in class
    - Deliverables (turning in what is asked for, the way its asked for)
    - Effort
    - Looking and smelling the part
    - Presentation Quality
    - Teamwork (Are you contributing effectively? Socially?)
    - Timeliness (time spent on projects versus peers)
    - Time tracking (What are you worth? How long are you taking?)
Example:

<table>
<thead>
<tr>
<th>Due Date</th>
<th>Assignment</th>
<th>Points</th>
</tr>
</thead>
<tbody>
<tr>
<td>Assignment #1</td>
<td>Place 3 Film and VFX Breakdowns on Oncourse Forums for review and discussion</td>
<td>50</td>
</tr>
<tr>
<td>Section Assignment #1</td>
<td>NParticles: Create a Render able wind, twister, or violent rain. 10 seconds due Week #4</td>
<td>100</td>
</tr>
<tr>
<td>Section Assignment #2</td>
<td>Create Physics based simulation, One Rigid body, one soft body simulation. 5 seconds each. Due Week #6 A Playblast is sufficient.</td>
<td>100</td>
</tr>
<tr>
<td>Section Assignment #3</td>
<td>Using Hair Dynamics create a working Head of Hair, and simulate. 5 seconds of simulation only. This could be on a sphere, or better, a character. Due week #8 A render is required.</td>
<td>100</td>
</tr>
<tr>
<td>Section Assignment #4</td>
<td>Using NCloth Simulation and dynamics create a real working example. 5 seconds of simulation only. This could be a flag, pile of clothes, clothes on a character etc. Render is required. Due Week #10</td>
<td>100</td>
</tr>
<tr>
<td>Final Proposals</td>
<td>Propose Final Project, Full CG Shot from a cinematic, or composite using a film back plate.</td>
<td>100</td>
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<tr>
<td>Section Assignment #5</td>
<td>Fluids Section Assignment, Render Required Due week #12</td>
<td>100</td>
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<tr>
<td>Section Assignment #6</td>
<td>3D Tracking Assignment, Track a 2 or 3 axis camera move, render one of your past simulations with tracked camera, and the Film. Due week#13</td>
<td>100</td>
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<tr>
<td>FINAL</td>
<td>Full shot implementation of a 5-10 second dynamics shot</td>
<td>300</td>
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<tr>
<td>Professionalism</td>
<td>Overall attendance, effort, communication</td>
<td>100</td>
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**Grading Scale:**

- **A+** 100%  Professional level work, showing highest level of achievement
- **A**  93–99% Extraordinarily high achievement, quality of work; shows command of the subject matter
- **A–** 90–92% Excellent and thorough knowledge of the subject matter
- **B+**  87–89% Above average understanding of material and quality of work
- **B**  83–86% Mastery and fulfillment of all course requirements; good, acceptable work
- **B–** 80–82% Satisfactory quality of work
- **C+**  77–79% Modestly acceptable performance and quality of work
- **C**  73–76% Minimally acceptable performance and quality of work
- **C–** 70–72% Unacceptable work (Core course must be repeated for credit)
- **D+**  67–69% Unacceptable work (Course must be repeated for credit)
- **D**  63–66% Unacceptable work
- **D–** 60–62% Unacceptable work
- **F**  Below 60 Unacceptable work

No credits toward major, minor, or certificate requirements are granted for a grade below C. No credits toward general education or elective requirements are granted for a grade below C–.

**CODE OF CONDUCT**

All students should aspire to the highest standards of academic integrity. Using another student’s work on an assignment, cheating on a test, not quoting or citing references correctly, or any other form of dishonesty or plagiarism shall result in a grade of zero on the item and possibly an F in the course. Incidences of academic misconduct shall be referred to the Department Chair and repeated violations shall result in dismissal from the program.

All students are responsible for reading, understanding, and applying the *Code of Student Rights, Responsibilities and Conduct* and in particular the section on academic misconduct. Refer to *The Code > Responsibilities > Academic Misconduct* at [http://www.indiana.edu/~code/](http://www.indiana.edu/~code/). All students must also successfully complete the Indiana University Department of Education “How to Recognize Plagiarism” Tutorial and Test. [https://www.indiana.edu/~istd](https://www.indiana.edu/~istd) You must document the difference between your writing and that of others. Use quotation marks in addition to a citation, page number, and
reference whenever writing someone else’s words (e.g., following the *Publication Manual of the American Psychological Association*). To detect plagiarism instructors apply a range of methods, including Turnitin.com. [http://www.ulib.iupui.edu/libinfo/turnitin](http://www.ulib.iupui.edu/libinfo/turnitin)

**Academic Misconduct:**

1. **Cheating:** Cheating is considered to be an attempt to use or provide unauthorized assistance, materials, information, or study aids in any form and in any academic exercise or environment.
   a. A student must not use external assistance on any “in-class” or “take-home” examination, unless the instructor specifically has authorized external assistance. This prohibition includes, but is not limited to, the use of tutors, books, notes, calculators, computers, and wireless communication devices.
   b. A student must not use another person as a substitute in the taking of an examination or quiz, nor allow other persons to conduct research or to prepare work, without advanced authorization from the instructor to whom the work is being submitted.
   c. A student must not use materials from a commercial term paper company, files of papers prepared by other persons, or submit documents found on the Internet.
   d. A student must not collaborate with other persons on a particular project and submit a copy of a written report that is represented explicitly or implicitly as the student’s individual work.
   e. A student must not use any unauthorized assistance in a laboratory, at a computer terminal, or on fieldwork.
   f. A student must not steal examinations or other course materials, including but not limited to, physical copies and photographic or electronic images.
   g. A student must not submit substantial portions of the same academic work for credit or honors more than once without permission of the instructor or program to whom the work is being submitted.
   h. A student must not, without authorization, alter a grade or score in any way, nor alter answers on a returned exam or assignment for credit.

2. **Fabrication:** A student must not falsify or invent any information or data in an academic exercise including, but not limited to, records or reports, laboratory results, and citation to the sources of information.

3. **Plagiarism:** Plagiarism is defined as presenting someone else’s work, including the work of other students, as one’s own. Any ideas or materials taken from another source for either written or oral use must be fully acknowledged, unless the information is common knowledge. What is considered “common knowledge” may differ from course to course.
   a. A student must not adopt or reproduce ideas, opinions, theories, formulas, graphics, or pictures of another person without acknowledgment.
   b. A student must give credit to the originality of others and acknowledge indebtedness whenever:
1. **directly quoting another person’s actual words, whether oral or written;**
2. **using another person’s ideas, opinions, or theories;**
3. **paraphrasing the words, ideas, opinions, or theories of others, whether oral or written;**
4. **borrowing facts, statistics, or illustrative material; or**
5. **offering materials assembled or collected by others in the form of projects or collections without acknowledgment**

4. **Interference:** A student must not steal, change, destroy, or impede another student’s work, nor should the student unjustly attempt, through a bribe, a promise of favors or threats, to affect any student’s grade or the evaluation of academic performance. Impeding another student’s work includes, but is not limited to, the theft, defacement, or mutilation of resources so as to deprive others of the information they contain.

5. **Violation of Course Rules:** A student must not violate course rules established by a department, the course syllabus, verbal or written instructions, or the course materials that are rationally related to the content of the course or to the enhancement of the learning process in the course.

6. **Facilitating Academic Dishonesty:** A student must not intentionally or knowingly help or attempt to help another student to commit an act of academic misconduct, nor allow another student to use his or her work or resources to commit an act of misconduct.

**OTHER POLICIES**

1. **Right to revise:** The instructor reserves the right to make changes to this syllabus as necessary and, in such an event, will notify students of the changes immediately.

2. **IUPUI course policies:** A number of campus policies governing IUPUI courses may be found at the following link: [http://registrar.iupui.edu/course_policies.html](http://registrar.iupui.edu/course_policies.html)

3. **Classroom civility:** To maintain an effective and inclusive learning environment, it is important to be an attentive and respectful participant in lectures, discussions, group work, and other classroom exercises. Thus, unnecessary disruptions should be avoided, such as ringing cell phones engagement in private conversations and other unrelated activities. Cell phones, media players, or any noisy devices should be turned off during a class. Texting, surfing the Internet, and posting to Facebook or Twitter during class are generally not permitted. Laptop use may be permitted if it is used for taking notes or conducting class activities. Students should check with the instructor about permissible devices in class. IUPUI nurtures and promotes “a campus climate that seeks, values, and cultivates diversity in all of its forms and that provides conditions necessary for all campus community members to feel welcomed, supported, included, and valued” (IUPUI Strategic Initiative 9). IUPUI prohibits “discrimination against anyone for reasons of race, color, religion, national origin, sex, sexual orientation, marital status, age, disability, or [veteran] status” (Office of Equal Opportunity). Profanity or derogatory comments about the instructor, fellow students, invited speakers or other classroom visitors, or any members of the campus community shall
not be tolerated. A violation of this rule shall result in a warning and, if the offense continues, possible disciplinary action.

4. **Bringing children to class:** To ensure an effective learning environment, children are not permitted to attend class with their parents, guardians, or childcare providers.

5. **Course Evaluation Policy:** Course evaluations provide vital information for improving the quality of courses and programs. Students are required to complete one course and instructor evaluation for each section in which they are enrolled at the School of Informatics and Computing. This requirement has three exceptions: (a) The student has withdrawn from the course; (b) only one student is enrolled in the section (in which case anonymity is impossible); and (c) the section is a laboratory that must be taken with a course having a different section number. Course evaluations are completed at [https://soic.iupui.edu/app/course-eval/](https://soic.iupui.edu/app/course-eval/). Course evaluations are open from the eleventh week. Course evaluations are anonymous, which means that no one can view the name of the student completing the evaluation. In addition, no one can view the evaluation itself until after the instructor has submitted the final grades for the course. In small sections, demographic information should be left blank, if it could be used to identify the student. A course evaluation must close before the grade for that course can be released. To ensure students have had ample opportunity to complete the evaluation, an uncompleted course evaluation could delay the release of the grade for up to a week.

6. **Communication:** The instructor should respond to emails within 48 hours, excluding weekends and holidays, and announce periods of extended absence in advance. The instructor should provide weekly office hours or accept appointments for face-to-face, telephone, or teleconferenced meetings.

7. **Email:** Indiana University uses your IU email account as an official means of communication, and students should check it daily for pertinent information. Although you may have your IU email forwarded to an outside email account, please email faculty and staff from your IU email account.

8. **Disabilities Policy:** In compliance with the Americans with Disabilities Act (ADA), all qualified students enrolled in this course are entitled to reasonable accommodations. Please notify the instructor during the first week of class of accommodations needed for the course. Students requiring accommodations because of a disability must register with Adaptive Educational Services (AES) and complete the appropriate AES-issued before receiving accommodations. The AES office is located at UC 100, Taylor Hall (Email: aes@iupui.edu, Tel. 317 274-3241). Visit [http://aes.iupui.edu](http://aes.iupui.edu) for more information.

9. **Administrative Withdrawal:** A basic requirement of this course is that students participate in all class discussions and conscientiously complete all required course activities and/or assignments. If a student is unable to attend, participate in, or complete an assignment on time, it is the student’s responsibility to inform the instructor. If a student misses more than half of the required activities within the first 25% of the course without contacting the instructor, the student may be
administratively withdrawn from this course. Administrative withdrawal may have academic, financial, and financial aid implications. Administrative withdrawal will take place after the full refund period, and a student who has been administratively withdrawn from a course is ineligible for a tuition refund. Contact the instructor with questions concerning administrative withdrawal.

10. **Emergency Preparedness**: Safety on campus is everyone’s responsibility. Know what to do in an emergency so that you can protect yourself and others. For specific information, visit the emergency management website. http://protect.iu.edu/emergency

**MISSION STATEMENT**

The Mission of IUPUI is to provide for its constituents excellence in

- Teaching and Learning;
- Research, Scholarship, and Creative Activity; and
- Civic Engagement.

With each of these core activities characterized by

- Collaboration within and across disciplines and with the community;
- A commitment to ensuring diversity; and
- Pursuit of best practices.

IUPUI’s mission is derived from and aligned with the principal components—Communities of Learning, Responsibilities of Excellence, Accountability and Best Practices—of Indiana University’s Strategic Directions Charter.

**STATEMENT OF VALUES**

IUPUI values the commitment of students to learning; of faculty to the highest standards of teaching, scholarship, and service; and of staff to the highest standards of service. IUPUI recognizes students as partners in learning. IUPUI values the opportunities afforded by its location in Indiana’s capital city and is committed to serving the needs of its community. Thus, IUPUI students, faculty, and staff are involved in the community, both to provide educational programs and patient care and to apply learning to community needs through service. As a leader in fostering collaborative relationships, IUPUI values collegiality, cooperation, creativity, innovation, and entrepreneurship as well as honesty, integrity, and support for open inquiry and dissemination of findings. IUPUI is committed to the personal and professional development of its students, faculty, and staff and to continuous improvement of its programs and services.