

N345

Organic Modeling and Texturing

Department of Human-Centered Computing
Indiana University School of Informatics and Computing, Indianapolis
Fall 2021

Section No.: 36661 *Credit Hours:* 3
Time: Mondays 9:00am – 11:40 am
Location: IT 255, Informatics & Communications Technology Complex
535 West Michigan Street, Indianapolis, IN 46202 [\[map\]](#)
First Class: August 23, 2021

Instructor: Zebulun Wood, MS in Technology, Lecturer
Office Hours: by Appointment
Office: IT 414k Informatics & Communications Technology Complex
535 West Michigan Street, Indianapolis, IN 46202 [\[map\]](#)
Phone: (317) 278-4140 (Office),
Email: zwood@iupui.edu

Prerequisites: N243

COURSE DESCRIPTION

Intermediate organic modeling course, aimed at achieving high-detail, professional quality 3D models for games, film, architecture, science, and other application areas. This course will explore using the foundations 3D modeling, Sculpture, and Texture painting to output believable creations.

Required Text:

There are no required texts for this course.

Recommended but Optional Texts :

Anatomy for the Artist

- **Publisher:** DK Publishing; First Edition, 3rd Printing edition (October 1, 2001)
- **ISBN-10:** 078948045X
- **ISBN-13:** 978-0789480453

The VES Handbook of Visual Effects: Industry Standard VFX Practices and Procedures 3rd Edition

- **ISBN-10:** 1138542202
- **ISBN-13:** 978-1138542204

PluralSight– <http://www.Pluralsight.com>

Software used:

Autodesk Maya
 Zbrush
 Substance Painter
 UV Layout
 Adobe Production Suite
 Marmoset Toolbag
 Unity
 Unreal

Equipment needed:

- Notebook
- IU Onedrive Account <http://www.onedrive.iu.edu>

Course Structure Overview

The course structure is composed of these parts:

- Open Critique/ Demo/ Lectures / Lab
 - This activity will be the majority of class time. It will include critical review of contemporary media as appropriate to class. Use of software packages to implement concepts into practice.
- Projects:
 - Weekly tasks will be assigned for each team member.
 - Students **MUST** have their work completed weekly for credit in this class. Weekly assignments and peer critique will be collected for use in assessing student work and understanding.

Learning Outcomes:

Upon completion of this course, the student will	*RBT	IUPUI+	PLOs	Assessment
1. Students will develop, discuss, and implement from preproduction, to production, to post production of organic creatures and characters for film or video games.	2,3	P3.2; P3.3	6,7	Weekly Assignments, Milestone1-3, Final
2. Students will apply modeling, texturing and rendering techniques to organic models	3,5,6	P3.2; P3.3	6,7	Weekly Assignments, Milestone1-3, Final
3. Students will create at minimum of a posed moment of the organic object for display in video game or film	3,5,6	P3.2; P3.3	6,7	Weekly Assignments, Milestone1-3, Final
4. Students will deliver gaming and environmental projects, film and short story projects and scientific simulation productions.	3,5,6	P3.2; P3.3	6,7,	Weekly Assignments, Milestone1-3, Final

5. Students will develop sound vocabulary and eye to analyze, evaluate, and present and critique projects both online and in classroom.	4,5	P1.4; P3.2	2,3	Weekly Assignments
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*RBT: Revised Bloom's Taxonomy: 1. Remembering, 2. Understanding, 3. Applying, 4. Analyzing, 5. Evaluating, 6. Creating

Media Arts and Science B.S. Program-level Learning Outcomes	†Profiles of Learning for Undergraduate Success (PLUS)
1. Understand digital media and its effective use as a form of communication.	P1.1 Communicator – Evaluates Information
2. Communicate ideas effectively in written, oral, and visual form to a range of audiences.	P1.4 Communicator – Conveys Ideas Effectively P1.2 Communicator – Listen Actively* P3.2 Innovator – Creates/Designs**
3. Work effectively as a member of a team to achieve a common goal.	P2.2 Problem Solver – Collaborates P1.3 Communicator – Builds Relationships*
4. Analyze a problem, identify and evaluate alternatives, and plan an appropriate solution.	P2.1 Problem Solver – Thinks Critically P3.1 Innovator – Investigates*
5. Evaluate media from multiple perspectives using the theories, concepts, and language of digital media with an appreciation for the history, theory, and traditions of digital media.	P2.3 Problem Solver – Analyzes, Synthesizes, and Evaluates
6. Demonstrate mastery of the concepts, techniques, and tools in one or more digital media specialties.	P2.4 Problem Solver – Perseveres P3.2 Innovator – Creates/Designs*
7. Develop professional quality digital media productions by promptly applying knowledge and skills including best practices and standards.	P3.2 Innovator – Creates/Designs P3.3 Innovator – Confronts Challenges*
8. Explain the impact of digital media on individuals, organizations, and society.	P4.4 Community Contributor – Anticipates Consequences P4.1 Community Contributor – Builds Community*
9. Acknowledge diverse opinions regarding professional, ethical, legal, and social issues with a global perspective.	P4.3 Community Contributor – Behaves Ethically P4.2 Community Contributor – Respectfully Engages Own and Other Cultures*

10. Plan for continuing professional development with an appreciation of the need for lifelong learning.	P3.4 Innovator – Makes Decisions
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Course Outcomes:

Students will develop a set of organic objects, and display them appropriately for their intended industry. Of possible objects, students will choose from stylized humans, creatures, and plants, the creations will be a believable, entertaining and/or instructional. Students will concept their proposals using traditional conceptual art techniques and reference gathered from real world.

EXPECTATIONS, GUIDELINES, AND POLICIES

Attendance:

A basic requirement of this course is that you will participate in all class meetings, whether online or face-to-face, and conscientiously complete all required course activities and assignments. Class attendance is required for classroom-based courses. It entails being present and attentive for the entire class period. Attendance shall be taken in every class. If you do not sign the attendance sheet while in class, you shall be marked absent. Signing the attendance sheet for another student is prohibited. The instructor is required to submit to the Registrar a record of student attendance, and action shall be taken if the record conveys a trend of absenteeism.

Only the following are acceptable excuses for absences: death in the immediate family (e.g. mother, father, spouse, child, or sibling), hospitalization or serious illness; jury duty; court ordered summons; religious holiday; university/school coordinated athletic or scholastic activities; an unanticipated event that would cause attendance to result in substantial hardship to one's self or immediate family. Absences must be explained with the submission of appropriate documentation to the satisfaction of the instructor, who will decide whether missed work may be made up. Absences that do not satisfy the above criteria are considered unexcused. To protect your privacy, doctor's excuses should exclude the nature of the condition and focus instead on how the condition impacts your attendance and academic performance.

Missing class reduces your grade through the following grade reduction policy: You are allowed two excused or unexcused absences. Each additional absence, unless excused, results in a 5% reduction in your final course grade. More than six absences result in an F in the course. Missing class may also reduce your grade by eliminating opportunities for class participation. For all absences, the student is responsible for all covered materials and assignments.

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 Canvas. 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.

Assessment - Each Class will access

- Oral presentation - Being involved in class lectures/demos/critiques
- Writing skills (via canvas)
- Critical thinking
- Application of knowledge
- Resourcefulness
- Understanding of society and culture (industry)
- Values and ethics

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 Canvas within the week.

Each weekly assignment is worth 50 points each.

Weekly assignments will consist of certain body parts and beginning to develop an appreciation of how the body works and moves. Students will learn to see, be patient, and develop a strong sense of foundations in proportion and anatomy.

Milestone # 1 is a preliminary check on character modeling and topology foundation and understanding Worth 100 pts

Milestone # 2 is a secondary check on production pipeline understanding. Worth 100 pts

Milestone # 3 is a tertiary check texturing pipeline understanding Worth 100 pts

Final Project Milestone is a final assessment of your ability to understand and implement the practices learned each week and is worth 400 points.

- **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 16 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?)

Tentative Weekly Outline

Week 1:

Introduction

- View prior class projects
- Siggraph /Resources for Semester

Final Project Details

- Create your own character and creature
- Use Joints, Ik/FK kinematics, influence objects for pose

Lecture: Review Maya interface, controls and hotkeys for polygon modeling

Lab: Project Setup, discussion and inquiry.

Assignment:

- (1) Create your own characters and creature concept art to use for the semester.
- (2) Research Assignment: Locate 3 top 3D modelers online, document their work, process, and how they got into the trade.

Week 2:

Lecture: Modeling via Reference, topology planning

- Overview of fundamentals in modeling Polygons
- Edge Looping and Topology Instruction

Lab: Discuss kinesiology, and how edge-loops assist in animation for different industries

Assignment: Make 500k polygon mesh

Week 3:

Lecture: - Edge Looping and Topology Instruction / Anatomy & proportion Checks

- Modeling Edge Loops for facial structures, hand and feet

Lab: - Review Anatomy of student projects

Assignment: make 1k mesh

Week 4:

Lecture: Additional Modeling practice

Lab: 3, 30-minute modeling sessions

Assignment: 4k model

Week 5:

Lecture: Using Animation Deformers, for modeling checking anatomy, using reference

Lab: Open lab to begin modeling midterm

Assignment:

Week 6:

Lecture: - Unwrapping techniques in UV Layout and Maya for

- Unwrapping Techniques versus Maya

- Maya and Zbrush Workflow Theories

Lab: - UVLayout Demo

Assignment:

Week 7:

Lecture: Procedural Shaders vs File based Texturing for organic objects

Lab Introduce the HyperShader, creating relationships and

Assignment:

Week 8:

Texturing in Photoshop for organic objects, creation of diffuse, specular, and Bump maps,

Lab: Use photos, paint brushes, and layer adjustments

Week 9:

Lecture: Texturing in Zbrush using Polypaint and/or Spotlight for organic objects

Lab: Demo on Creature/Character

Assignment: Texture character and creature

Assignment: Milestone #2 Due Week #10

Week 10:

Lecture: Rigging Techniques

Applying Bones, CTRL shapes to pose your character for Maya

Lab: Demo Joints, IK, FK, and SPLINE IK Uses

Assignment: Create joint system, IK, and Spine IK for models

Week 11:

Lecture: Rigging Techniques

Blend Shapes and for posing the face in Maya

Lab: Demo Blend Shapes versus Influence Objects and Paint Weights

Assignment: Create blend shapes for models

Week 12:

Lecture: Rigging Techniques

Skinning Geometry, Wrapping Geometry for additional Assets

Lab: Show Weight Painting

Assignment: Milestone #3 due Week #13

Week 13:

Lecture: Rendering Techniques using SSS and Ambient Occlusion and 3 Point lighting
3-point Lighting

Lab:

Assignment:

Week 14:

Lecture: Rendering Techniques

Creating Turntable for Character Reels, rendering sequences

Lab: Work on setting up Render layers and Passes in After Effects

Assignment:

Week 15:

Lab: Workday

Assignment:

Week 16:

Present Final Project and Turntables.

Example

	Due Date	Assignment	Points
Assignment #1		Fish Art Test	50
Assignment #2		Hands and Fish Fixes	50
Assignment #3		Human Faces + Topology Pipeline	50
Milestone #1		Final Faces, Hands, Fish	100
Assignment #5		Rock Potato	50
Milestone #2		Production Artist 101	100
Assignment #8		Scan Cleanup for Production Pipelines	50
Milestone #3		Texture Pipeline	100

Final Prep		Develop Preproduction Bible for Final	100
Final Prep		Refine Concepts and Reference Document	50
FINAL		Final Presented Organic Model	400
Research Project		Trends in 3D Animation	50
Professionalism		Overall attendance, effort, communication	100

Grading Scale:

A+	100% +	Professional level work, showing highest level of achievement
A	93–99.99%	extraordinarily high achievement, quality of work; shows command of the subject matter
A–	90–92.99%	Excellent and thorough knowledge of the subject matter
B+	87–89.99%	above average understanding of material and quality of work
B	83–86.99%	Mastery and fulfillment of all course requirements; good, acceptable work
B–	80–82.99%	satisfactory quality of work
C+	77–79.99%	modestly acceptable performance and quality of work
C	73–76.99%	minimally acceptable performance and quality of work
C–	70–72.99%	Unacceptable work (Core course must be repeated for credit)
D+	67–69.99%	Unacceptable work (Course must be repeated for credit)
D	63–66.99%	Unacceptable work
D–	60–62.99%	Unacceptable work
F	Below 60	Unacceptable work

Please note that the minimum grade for credit towards a major (both core and electives), minor, or certificate is a grade of C.

Grading Standards

A – Outstanding, high quality work.

- A fully completed project that demonstrates mastery of skills.
- Projects that display creative and sometimes innovative work.
- The students created many sketches and investigated several options before choosing one.
- Combinations of color schemes, space, and image layout were used effectively and chosen carefully for final project.

B – Good to very good work.

- The student completed the components of the project, but neglected to experiment with additional or more challenging technical approaches.
- The work demonstrates good abilities in the respective new media applications, but may lack depth and level of skill.
- Space was filled adequately and a few combinations of design were tried.
- The project could be lacking in areas of design, planning, or technical approach.

C – Average work.

- The work demonstrates average skills in depth, design, and application.
- No more than what was required of the course was completed.
- The work is possibly incomplete in parts or used the wrong file extension on handed in projects.

D – Below average work.

- The work is largely incomplete and displays a lack of effort.
- Very little time was put into the software and thusly resulted in poor quality work.
- The files handed in had errors or were unable to be downloaded.

F – Failure to complete the objectives of the course.

I - Incomplete

Students are expected to complete their work in the allotted time of this session. However, because of unforeseen hardships students may not be able to complete the project in the time established for completion of his/her work. To receive a grade of Incomplete you must have 75% of the course work completed at a passing level.

POLICIES CONCERNING ASSIGNMENT/PROJECT DEADLINES

- **NO LATE PROJECTS WILL BE ACCEPTED.**
- **Any project will be assigned a score of 0 (zero) points if not turned in by the stated project deadline.**
- Please check Canvas assignments to determine when your project is due. It is your responsibility to understand due dates.
- Please check Canvas assignments to determine the proper way to turn in the project due. **All** projects will be turned in through the assignment tab on Canvas.
- In the event that Canvas is not available, only IUBox may be used as a secondary upload site. Please refer to the PDF “Policy for Failed Canvas Submission” posted in the course syllabus section and follow stated procedures.
- If projects exceed 200 MB in size, then only IUBox may be used as a secondary upload site. Please refer to the PDF “Policies for Project Submission Through IUBox” posted in the course syllabus section and follow stated procedures..
- Please label **all** media appropriately. Points will be taken off for improperly labeled media and assignments
 - Example for file: lastName_ClassNumber_projectName.fileExtension
 - JoanSmith_N100_project 1.jpg

- Example for media: Joan Smith, Class ###, Project ###
 - Joan Smith N100 Project 1
- Meeting project checkpoints will be required for full point credit on projects. Please reference the Canvas assignment for specifics on each project.
- Midterm and Final exams/presentations will only be administered during set class times. A score of 0 (zero) points will be assessed on any exams not taken during class.
 - Exams will only be scored if a signed exam sheet is turned in on the day of the test
- In class quizzes that are missed will be scored a zero and no make up quizzes will be administered.
- Project grades may be challenged for one week after being posted. Project grades not challenged with-in seven calendar days will be final.

OTHER CONSIDERATIONS

- Please come to class on time and be prepared to start on time.
- Participation in class discussions, including class critiques and any written papers or critiques are required and will be considered in final grading.
- Students will develop and present individual projects unless otherwise approved in writing from the instructor.
- All electronic devices should be turned off and not used during the entirety of class time.
- Social sites such as Facebook, Twitter, or any others, may not be accessed during class time.
- Work for other courses may not be done during this class time.
- If you need to leave class early, please inform the instructor in advance.
- **Food is strictly forbidden** in the computer labs.
- **Laptops should only be used for taking notes, not for running advanced software. All in-class work must be performed on lab computers.**
- The outcomes and artifacts developed for any one class in Media Arts and Sciences at IUPUI cannot be the same or overly similar between semesters or in the same semester for one student or group of students or one faculty or group of faculty. The project must be differentiated, the expectations for the project outlined, and the faculty involved, notified and in agreement prior to the semester beginning. In other words, all projects must be unique and may not be used from one class to another without instructor permission.

EXPECTATIONS, GUIDELINES, AND POLICIES

Attendance:

A basic requirement of this course is that you will participate in all class meetings, whether online or face-to-face, and conscientiously complete all required course activities and assignments. Class attendance is required for classroom-based courses. It entails being present and attentive for the entire class period. Attendance shall be taken in every class.

Attendance will be taken at the beginning of class by the instructor or teaching assistant. Students present at the beginning of class will receive full credit for attendance. Students arriving after attendance has been taken will receive 80% credit for that class period: it is the responsibility of the late arriving students to contact the instructor or TA at the end of class to make sure they are marked late and not absent. Students who do not attend will be marked absent and will receive 0% attendance for the class period.

Only the following are acceptable excuses for absences: death in the immediate family (e.g. mother, father, spouse, child, or sibling), hospitalization or serious illness; jury duty; court ordered summons; religious holiday; university/school coordinated athletic or scholastic activities; an unanticipated event that would cause attendance to result in substantial hardship to one's self or immediate family. Absences must be explained with the submission of appropriate documentation to the satisfaction of the instructor, who will decide whether missed work may be made up. Absences that do not satisfy the above criteria are considered unexcused. To protect your privacy, doctor's excuses should exclude the nature of the condition and focus instead on how the condition impacts your attendance and academic performance.

Missing class reduces your grade through the following grade reduction policy: Each class factors into a score of 100 points. Any missed or late classes will reduce this score. You are allowed two excused or unexcused absences. Each additional absence, unless excused, results in a 5% reduction in your final course grade. More than six absences will result in an F in the course. Missing class may also reduce your grade by eliminating opportunities for class participation. For all absences, the student is responsible for all covered materials and assignments.

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 Canvas. 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, projects will only be graded if submitted by the stated deadline.

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>

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/>. All students must also successfully complete the Indiana University Department of Education “How to Recognize Plagiarism” Tutorial and Test. <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>

Academic Misconduct:

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 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.

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.

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.

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.

A student must not use any unauthorized assistance in a laboratory, at a computer terminal, or on fieldwork.

A student must not steal examinations or other course materials, including but not limited to, physical copies and photographic or electronic images.

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.

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.

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.

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 student must not adopt or reproduce ideas, opinions, theories, formulas, graphics, or pictures of another person without acknowledgment.

A student must give credit to the originality of others and acknowledge indebtedness whenever: directly quoting another person's actual words, whether oral or written; using another person's ideas, opinions, or theories; paraphrasing the words, ideas, opinions, or theories of others, whether oral or written; borrowing facts, statistics, or illustrative material; or offering materials assembled or collected by others in the form of projects or collections without acknowledgment

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.

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.

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

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.

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.

Communication: For classroom-based courses, the instructor or teaching assistant should respond to emails by the end of the next class or, for online courses, within two Indiana University working days, which excludes weekends and holidays. The instructor should provide weekly office hours or accept appointments for face-to-face, telephone, or teleconferenced meetings, and announce periods of extended absence in advance.

Counseling and Psychological Services (CAPS): Students seeking counseling or other psychological services should contact the CAPS office by phone at 274-2548 or email at capsindy@iupui.edu. For more information visit <http://life.iupui.edu/caps/>.

Course evaluations: Course evaluations provide vital information for improving the quality of courses and programs. Students are urged to complete one course and instructor evaluation for each section in which they are enrolled at the School of Informatics and Computing with the following three exceptions: (a) The student has withdrawn from the course; (b) fewer than five students are enrolled in the section (in which case maintaining anonymity is difficult); 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/>. Course evaluations are typically 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.

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> for more information.

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.

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>

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

No class attendance without official enrollment. Only those who are officially enrolled in this course may attend class unless they are enrolled as an auditor or making up an Incomplete by prior arrangement with the instructor. This policy does not apply to those assisting a student with a documented disability, serving in an instructional role, or administrative personnel. <http://registrar.iupui.edu/official-enrollment-class-attendance.html> Children may *not* attend class with their parents, guardians, or childcare providers.

Religious holidays: Students seeking accommodation for religious observances must submit a request form to the course instructor by the end of the second week of the semester. For information visit <http://registrar.iupui.edu/religious.html>.

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.

Sexual misconduct: IU does not tolerate sexual harassment or violence. For more information and resources, visit <http://stopsexualviolence.iu.edu/>.

Student advocate: The Student Advocate provides assistance to students with personal, financial, and academic issues. The Student Advocate Office is located in the Campus Center, Suite 350. The Student Advocate may also be contacted by phone at 317 274-4431 or by email at studvoc@iupui.edu. For more information visit <http://studentaffairs.iupui.edu/advocate>.

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.