



WEEKLY SCHEDULE
MA230 Hard Surfaces & Organic Modeling

Instructor: Jim Tavernetti

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Office hours: *By Appointment*

Week 1

Lecture: Spline modeling techniques
Working with splines
Patch Modeling

Lab: Other spline modeling tools: Loft/Lathe, Path deform, extrude along a spline, renderable splines, text, convert to poly

Assignment: **Spline Modeling** Create recognizable models with all the techniques covered.

Due Week 2

Competency: Create a seamless model.
Produce complex three-dimensional objects using polygonal and spline based techniques.
Apply principles of lighting. Construct objects that are relative in scale to their environments

Week 2

DUE: Spline Models

Critique assignments

Lecture: Review of poly modeling: box/strip/point to point
All about strip modeling
Creating blueprints

Lab: Strip modeling practice

Assignment: **Create a Prop Model/ Blueprints** Using any style, create a prop model. **DUE Week 3**

Competency: Create a seamless model.
Produce complex three-dimensional objects using polygonal and spline based techniques.
Apply principles of lighting. Construct objects that are relative in scale to their environments

Week 3

DUE: Prop Model/Model Blueprints

Critique assignments

Lecture: Understanding normals (advanced)
Smoothing groups (advanced)
Turbo and Meshsmooth (advanced)
Importance of poly count. When to go high or low.

- Lab:** Smoothing groups, normals and turbosmooth
Ploy flow and edge loops
- Assignment:** **Model Progress** Come in with significant progress on midterm model.
Due Week 4
- Competency:** Create a seamless model.
Produce complex three-dimensional objects using polygonal and spline based techniques.
Apply principles of lighting. Construct objects that are relative in scale to their environments
- Week 4** **DUE: Model Progress**
Critique assignments
- Lecture:** Model integrity
Looping tools
Z brush intro
Preparing models for rendering.
- Lab:** Lighting and rendering
File types and post production
- Assignment:** **Complete Midterm Model**
DUE Week 5
- Competency:** Create a seamless model.
Produce complex three-dimensional objects using polygonal and spline based techniques.
Apply principles of lighting. Construct objects that are relative in scale to their environments
- Week 5** **DUE: Midterm Model and Render**
Critique assignments
- Lecture:** Modeling portfolio
Critique common mistakes
- Lab:** Open Lab
- Assignment:** 2 portfolio quality models and 1 group project will be due for critiques week 10. One is hard surface and other organic. One group project is also required. Speak with me before you begin modeling. The models must be complex. **DUE Week 10**
- Competency:** Create a seamless model.
Produce complex three-dimensional objects using polygonal and spline based techniques.
Apply principles of lighting. Construct objects that are relative in scale to their environments
- Week 6** **DUE: Model Progress**

Critique assignments

Lecture: Review

Lab: Open Lab

Assignment: **Model Progress** Continue Modeling Final 3 Models **DUE Week 7**

Competency: Create a seamless model.

Produce complex three-dimensional objects using polygonal and spline based techniques.

Apply principles of lighting. Construct objects that are relative in scale to their environments

Week 7

DUE: **Model Progress**

Critique assignments

Lecture: Z Brush Workflow

Lab: Open Lab

Assignment: **Model Progress** Continue Modeling Final 3 Models **DUE Week 8**

Competency: Create a seamless model.

Produce complex three-dimensional objects using polygonal and spline based techniques.

Apply principles of lighting. Construct objects that are relative in scale to their environments

Week 8

DUE: **Model Progress**

Critique assignments

Lecture: Displacement maps and Normal Maps

Lab: Open Lab.

Assignment: **Model Progress** Continue Modeling Final 3 Models **DUE Week 9**

Competency: Create a seamless model.

Produce complex three-dimensional objects using polygonal and spline based techniques.

Apply principles of lighting. Construct objects that are relative in scale to their environments

Week 9

DUE: **Model Progress**

Lecture: Archiving and getting outside critiques

Preparing models and checking work

Lab: Open Lab

Assignment: **Finish Models** Complete Modeling Final 3 Models

Competency: Create a seamless model.

Produce complex three-dimensional objects using polygonal and spline based techniques.

Apply principles of lighting. Construct objects that are relative in scale to their environments

Week 10

DUE: 3 Models Due for Critique

Critique assignments

Lecture: Final changes and quality vs. render time
Portfolio Quality renders
Class Critique

Lab: Full critique and open lab

Assignment: **Portfolio Quality Renders+ Process Renders** Prepare and Render Portfolio Quality Models **Due Week 11**

Competency: Create a seamless model.
Produce complex three-dimensional objects using polygonal and spline based techniques.
Apply principles of lighting. Construct objects that are relative in scale to their environments

Week 11

DUE: Portfolio Quality Renders Process Renders

Lecture: “Portfolio Quality” ceremony

Lab: last minute corrections and re-renders for “Portfolio Quality” folder.

Points Breakdown

Due	Assignment	Points Possible	Points Earned
All	Participation	15	
Wk #2	Spline Models	10	
Wk #3	Prop Model/Model Blueprints	10	
Wk #4	Model Progress		
Wk #5	Midterm Model and Render	65	
Wk #6	Model Progress		
Wk #7	Model Progress		
Wk #8	Model Progress		
Wk #9	Model Progress		
Wk #10	3 Models Due for Critique	10	
Wk #11	3 Portfolio Quality Renders and Process Renders	180	
Total		300	

Extra Credit Points Breakdown

You must have a signed document that you are part of a club or attended workshops. You may use the back of the syllabi to obtain these.

All	Clubs and Organizations: First one joined additional	15 10	
All	Workshops and events: First one attended additional	15 10	
MAX		75	

Total Points 300

A	279-300
A-	270-278
B+	261-269
B	249-260
B-	240-248
C+	231-239
C	219-230
C-	210-218
D+	201-209
D	195-200
F	0-194
Late Work	0

This Schedule is subject to change according to the needs of the class as determined by the instructor.