

University of the Incarnate Word

ANGD 3343 • Motion Capture for Animators
Fall 2024 TR 1:30pm-4:15pm

Professor Kassandra Arevalo

Office Hours: MW 11am-1pm | Fridays 11am-3pm

Email: karevalo@uiwtx.edu

Course Overview: This special topic lecture/studio course examines the best practices and approaches to motion capture animation.

Audience: This course is a junior level requirement for students majoring in 3D Animation & Game Design.

Outcomes: At the end of this course, the student will be able to showcase high quality animations with the use of motion capture.

Date	Lecture	Exercise	Assignment Due
8/27	Course Overview Intro to Motion Builder	HIK setup	
8/29	Blending Motions	Blend 2 Clips	MoBu Walk Forward Final
9/3	Walk-Vault Final Cleanup	Walk-Vault progress	MoBu Walk-Vault Blend Edit
9/5	Obstacle Course Kick-Off <i>Notes Check</i>	Walk-Vault polish	MoBu Walk-Vault Blend Polish Pass
9/10	Obstacle Course Continued	Obstacle build revisions	MoBu Walk-Vault Blend Final MoBu Obstacle Course Build
9/12	Motion Builder Wrap Up & Polish <i>Notes Check</i>	Obstacle course progress	MoBu Obstacle Course Updates
9/17	Retargeting in Maya, HIK system	Maya HIK setup	MoBu Obstacle Course Final
9/19	Use of Layers; Posing <i>Notes Check</i>	Walk progress	Maya Walk Cycle Edit
9/24	Maya Mocap Process/Tools/Layers/Posing	Loop clips	Maya Walk Cycle Final
9/26	Maya Idle & Attack Cleanup <i>Notes Check</i>	Idle & attack posing	Maya Idle & Attack Build
10/1	Maya Idle & Attack Polish Workflow	Idle & Attack polish implemented	Maya Idle & Attack Polish
10/3	Maya Time Editor Assembling Ladder Climb <i>Notes Check</i>	Ladder Climb build progress	Maya Idle & Attack Final
10/8	Ladder Climb Hand Considerations	Ladder Climb hand polish	Ladder Climb Build
10/10	Ladder Climb Final Polish <i>Notes Check</i>	Ladder climb polish progress	Ladder Climb Cleanup
10/15	Professional Development: Internship Job Package <i>Notes Check</i>	Game internship search	Ladder Climb Final
10/17		Fall Break No Class	
10/22	Professional Development: Demo Reel Development	Internship package progress	Resume, Cover Letter, LinkedIn, Demo Reel Plan
10/24	Professional Development: Final Wrap Up <i>Notes Check</i>	Internship package review	Cover Letter Final, Demo Reel
10/29	Two Character Interaction Setup <i>Notes Check</i>	Takedown file setup	Final Internship Package
10/31	Takedown Constraint Setup <i>Notes Check</i>	Takedown constraints working	Takedown Edit
11/5	Takedown Pushed Posing & Timing	Takedown progress	Takedown Cleanup
11/7	Takedown Polish Techniques <i>Notes Check</i>	Takedown progress	Takedown Polish

11/12	Advanced Skeleton Overview	Rig progress	Takedown Final
11/14	Advanced Skeleton Continued <i>Notes Check</i>	Rig progress	Rig Progress
11/19	Suit Up – Final Project Motion Capture Session Final Project Kickoff <i>Notes Check</i>	Final project setup	Final Rig
11/21	Final Project: Pushing Timing & Poses Unity Engine Implementation Start	Engine set-up	Final Project Build
11/26	Final Project Cleanup Review Unity Engine Implementation Continued <i>Notes Check</i>	Animations in-engine	Final Project Cleanup
11/28		Thanksgiving Holiday No Class	
12/3	Final Project Feedback & Polish Review Unity Engine Implementation Wrap Up	Final project progress	Final Project Edit
12/5	Final Project Review & Work Day Assemble Class Demo Reel <i>Notes Check</i>	Class demo reel	Final Project Polish
12/10	Final Project Help & Work Session (Required) 1:30PM-3:30PM		Final Project Progress
12/12			Gameplay set final project due by 11:59pm

Grading Activities: Your final grade will be based upon attendance, exercises & check-in's (15%) and assignments (70%). The final project will count for 15%. Your grade will be based upon the percentage of 100 pts you have earned. 100-90=A, 89-80=B, 79-70=C, 69 and below =F.

Output: Render using 720 HD in your Render Settings. Post to appropriate thread on ANG D forums.

ANGD Attendance Policy: Attendance is mandatory. After one absence, each additional absence will result in a letter drop in your final grade. If you are late 3 times, that counts as an absence. Illnesses or doctor's appointments are excused but try to avoid appointments during class time. If you miss 30% of class (for this class: 8 meetings) for any reason - even if medically excused - you will need to withdraw; the class needs to be retaken.

ANGD Late Work Policy: No late assignments accepted. All assignments are due before the beginning of class on the day they were due. If you are sick or had to miss class, the assignment is still due. There are no redos. Make every project you turn in count.

ANGD Academic Integrity Policy: No work previously completed in another section or another course can be turned in. (Self-Plagiarism) AI use or downloaded content is prohibited in all coursework, unless otherwise specified by your instructor.

ANGD Phone/Device Policy: When in class, no phones or devices. Keep them put away unless otherwise specified by your instructor. Phone usage in class will be considered a tardy. Three phone uses in class equals an absence and thus a letter drop in grade.

UIW Course Policies, Guidelines and Accommodation:

This course complies with all UIW academic policies and federal guidelines, including but not limited to: academic integrity, disability accommodations, pregnancy accommodations, Title IX non-discrimination, and class absences for religious observances. Current policy statements will be provided to all students through the learning management system and in information provided on the first day of class. <https://www.uiw.edu/academics/academicpolicies.html>