

University of the Incarnate Word

ANGD 4140 | Sr. Thesis Workshop

Spring 2025 | MW 9:00-10:15

Professor: Dr. Adam Watkins (adam.watkins@uiwtx.edu)

Office: AD 409 MTRF 12:30-3:00 PM

Course Overview: This studio course lays the foundation for the Senior Thesis project. Research, concepts, character and set designs, narrative threads and animation tests will be developed.

Outcomes: At the end of this course students will have proposed, planned, and prototyped their Senior Thesis Project.
Audience: This course is a junior level requirement for all 3D Animation & Game Design majors.

Date	Due	Descriptions
1/13	Class Structure	
1/15	Pitch workday - Conference	No formal class meeting. Come conference with me in my office if you need to talk through your idea.
1/20	Global Game Jam – No Class	
1/22	Global Game Jam – No Class	
1/27	Individual Pitch #1	5 Minute Slide Deck Elevator Pitch. Timed presentation of a game or animated short. It should include: <ul style="list-style-type: none"> • Themes • Story (tell it don't show it) • Character Inspiration • Mood Research • Similar Game Play (if game) <ul style="list-style-type: none"> -*edited* videos • Similar Visual Style • Proposed Team Composition (#'s, not names) <ul style="list-style-type: none"> How many modelers, animators, programmers, PMs?
1/29	Individual Pitch #1 (Cont'd)	
2/3	Individual Pitch #1 (Cont'd)	
2/5	Individual Pitch #1 (Cont'd) Project Selection Group Pitch Introduction	
2/10	Group Pitch Workday – No Class	
2/12	Group Pitch	15 Minute Slidedeck Elevator Pitch. Timed presentation of a game or animated short. It should include: <ul style="list-style-type: none"> • Themes • Storyboards (show it, don't tell it) • Character Concepts • Environment Plan <ul style="list-style-type: none"> - Short: Environment Sketches - Game: Level Layout • Mood Research • Similar Game Play • Similar Visual Style
2/17	Group Pitch (Cont'd)	
2/19	Group Pitch (Cont'd)	
2/24	Design Documents Introduction Character Style Sheets Grayboxes Animatics/Blocking Pass	
2/26	Workday – Conference	No formal class meeting. Come conference with me in my office if you need to talk through your idea.
3/3	Workday – Conference	No formal class meeting. Come conference with me in my office if you need to talk through your idea.
3/5	Design Documents	All Design Documents Asset List Due to PM
3/10	Spring Break – No Class	
3/12	Spring Break – No Class	
3/17	Gray Box #1 Flow and Perforce Setup	Animated Short: Rough out of entire set Game: Run through of level (Must include basic movement mechanics)
3/19	Layout Pass #1	Animated Short: Blocking Pass (including audio scratch track) Game: Cinematic Shorts Blocking Passes
3/24	Character #1 ZBrush Sculpt First Pass	
3/26	Gray Box Pass #2	
3/31	Layout Pass #2	
4/2	Workday – Team Conferences	

4/7	Character #1 ZBrush Sculpt Final	
4/9	Layout Pass #3	
4/14	Gray Box Pass #3	
4/16	Workday – Team Conferences	
4/21	Easter Monday – No Class	
4/23	Character #1 Textured & Rigged (in Engine or Rendered) Production Schedule Draft #1	
4/28	Animation Tests #1 of Characters	
4/30	Animation Tests #2 of Characters	
Wed 5/7 8:00 AM- 10:00 AM	Final Presentations	Present: <ul style="list-style-type: none"> • Final Blocking Pass (Short) • Refined Gray Box Level (Game) • Finished in-game or rendered Animation Test Character #1 • Summer production schedule Be able to document: <ul style="list-style-type: none"> • Shotgrid Establishment • Asset List • Animation List • Version Control

Grading Activities: Your final grade will be based upon attendance, and completion of the presentations and asset production deadlines. Exact assets to be delivered will depend upon your area of expertise. There are no late assignments accepted. Failure in this course will mean you are ineligible to proceed to ANGD 4440. Point/grades are assigned as follows: 100-90=A, 89-80=B, 79-70=C, 69 & below =F.

ANGD Attendance: 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 must withdraw; the class needs to be retaken.

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

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

ANGD Phone/Device: When in class, no phones or devices should be out. Keep them put away unless otherwise specified by your instructor. Phone usage in class shows you are not mentally present and will be considered a tardy. Three phone uses in class equals an absence and thus a letter drop in grade.

Phone/Donut Policy: Please turn your phone off before the start of class. Should your phone make sound (text/message/call) during class, you will be responsible for providing donuts for your interrupted classmates at the next class meeting.

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>