



The End & Beginning of Everything, 2012

Experimental 3D

ART 4401: Computer Animation

Department of Art, The Ohio State University

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Course Website: <http://x3dstudio.ning.com>

Course Location: HC 180A Hopkins Annex

Course Meeting Time: T+TH 11:10 — 1:55PM

Units: 3

Prerequisites: ART3101 3D Modeling & Sculpture, ART2500

2013 Autumn Semester

Course Description

This course explores various aesthetics, approaches and processes for 3D computer animation for experimental independent art practices. We will examine subject matters, theories and art contexts for moving image production. Techniques will focus on dynamic simulation, particle systems, fluid dynamics, compositing, network rendering (render farm) and sound production.

Personal artistic purpose and creative voice will be emphasized over technical instruction. Different artists approach animation in many diverse ways; techniques also change rapidly and can be learned independently through online tutorials and freeware.

In-class learning activities will consist of:

- 1) Teacher-directed & Participant-directed lessons,
- 2) Independent experimentation & research by participants (Workshops),
- 3) Class discussion on work by relevant artists,
- 4) Presentations of work & class critiques.

The majority of class time will be devoted to art making & experimentation. Participants will practice concepts learned in class and research new approaches independently, as called for by individual project needs. Theories, approaches and techniques will be covered as relevant to class level and progress. The remainder of class time will be devoted to viewing artwork, group discussion and critique.

All participants are expected to take notes in class and keep an idea/sketchbook. Grades are based on the expectation that participants devote **at least 8 hours / week outside of class** to individual projects. Class time will not be sufficient to successfully complete projects.

Learning Objectives

Participants will:

- Complete artwork(s) for public exhibition;
- Develop awareness of new artists, art histories and art contexts;
- Formulate a critical perspective by actively participating in discussion & critique;
- Learn and teach 3D animation techniques.

Requirements

All participants are required to have:

- **OSU email address:** this is how I will communicate with you. Check regularly
- **External Storage:** minimum 500GB, [backed up](#). Lost data is not excused!
- **Note & Sketch Book:** for research, ideation, planning, reflection and notes

Attendance Policy: Participants are expected to attend all classes on time. Lateness by over 15 minutes constitutes an absence. **No more than three (3) absences are allowed.** "Attendance / Participation" counts as a single grade, absences beyond the first count against this grade as follows: 2 absences = B; 3 absences = C; 4 absences = D; 5 absences = F. Participants with more than 5 absences will not receive course credit without a special arrangement prior to the 5th absence. Course content will not be repeated; it is the participant's responsibility to make up missed material.

Conduct Policy: Participants are expected to contribute to a polite and focused learning environment. Those who engage in extended socializing, disruptive behavior, recreational browsing, gaming, messaging, social media during class, as well as those who consult handheld devices or wear headphones during lessons, critique and class discussion will be asked to leave and marked absent.

Grades

Evaluation of work will use letter grades and is based on:

- Quality of approach & overall effectiveness of the work,
- Evidence of creative development / creative exploration,
- Skill & completeness.

Final course grade is based on:

- Two Completed projects = 50% of final grade (25% / 25%).
 - Attendance & Class Participation = 50% of final grade.
 - Required For Credit: Participation in End of Semester Exhibit & Participant Lesson.
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Projects

Work is due at the beginning of class on the following dates. Mark the dates below on your calendar. Late projects receive -1 letter grade per class session after the due date. Projects may not be rendered or altered during class the day of critique.

Project 1: Astronomer 's Computer Accidentally Visualizes Something Impossible to Visualize

September 10, 11am: *Draft Rendered Frames Deadline (2160)*

September 17, 11am: *Final Rendered Frames Deadline (2160)*

September 24, 11am: *Final Edited Comp Deadline*

Project 2: Inner Space & Outer Space

October 22, 11am: *Draft Rendered Frames Deadline (4320)*

October 29, 11am: *Final Rendered Frames Deadline (4320)*

November 12, 11am: *Final Edited Comp Deadline*

Project 1 or Project 2: **December 02, 11am:** *Install Art & Tech Exhibition*

Course Outline

- 01. Aug 22: Syllabus Review.** [What is Experimental 3D?](#) [What is Maya?](#)
Sign Up @ <http://x3dstudio.ning.com> , External Storage, Note/Sketchbook, Learn & Experiment with Maya.
- 02. Aug 27: Introductions. Animation Workshop.** [Contemporary art contexts for 3D.](#)
Experiment & Animate Project 1.
Aug 29: Animation & Rendering Workshop – Individual Tutorials. [Media Art Histories.](#)
Animate Project 1.
- 03. Sept 03: Collaborative Workshop, Participant-Directed Lessons.**
Animate & Draft Render Project 1.
Sept 05: Rendering Workshop – Individual Tutorials & Lessons. [Dramaturgy.](#)
Draft Render Project 1.
- 04. Sept 10: Draft Rendered Frames Due (2160).** [What can dynamic simulations imply?](#)
Revise & Final Render Project 1.
**Sept 12: Output Workshop – ACCAD.[What can astronomy research/visualization imply?](#)
Final Render Project 1.**
- 05. Sept 17: Final Rendered Frames Due (2160).** [Process: unpacking workflows & pipelines.](#)
Composite Project 1.
Sept 19: Compositing Workshop – Individual Tutorials & Lessons.
Composite Project 1 Layers.
- 06. Sept 24: Final Comp Due (1.5 minutes or longer),** [Visiting Artist: Jason Fletcher.](#)
Revise Project 1 or Experiment with Project 2.
Sept 26: Animation & Revision Workshop, [Visiting Artist: Jason Fletcher.](#)
Revise Project 1 or Experiment with Project 2.
- 07. Oct 01: Critique Project 1.**
Experiment & Animate Project 2.
Oct 03: Critique Project 1.
Experiment & Animate Project 2.
- 08. Oct 08: Animation Workshop – Individual Tutorials & Lessons.** [Subject Matters.](#)
Animate Project 2.
Oct 10: Animation Workshop – Individual Tutorials & Lessons. [Happy Accidents.](#)
Animate Project 2.
- 09. Oct 15: Rendering Workshop – Individual Tutorials & Lessons.** [Approach Matters.](#)
Animate & Draft Render Project 2.
Oct 17: Rendering Workshop – Individual Tutorials & Lessons. [Stay Open.](#)
Draft Render Project 2.

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10. **Oct 22: Draft Rendered Frames Due (4320).** *"We have met the enemy and he is us."*
Revise & Final Render Project 2.
Oct 24: Rendering Workshop – ACCAD. *Stop thinking.*
Final Render Project 2.
 11. **Oct 29: Final Rendered Frames Due (4320).** *Working with what you have.*
Composite Project 2 Layers.
Oct 31: Compositing Workshop – Individual Tutorials & Lessons. *Ultimate Flexibility.*
Composite & Edit Project 2.
 12. **Nov 05: Editing Workshop – Individual Tutorials & Lessons.** *The power of editing.*
Edit Project 2.
Nov 07: Editing & Output Workshop – Individual Tutorials & Lessons. *Saying "when".*
Edit Project 2.
 13. **Nov 12: Final Edited Comp Due (3 minutes or longer).** *There is no cheating.*
Revise & Edit Project 2.
Nov 14: Revision & Editing Workshop – Individual Tutorials. *Everything's cheating.*
Revise & Edit Project 2.
 14. **Nov 19: Critique Project 2.**
Revise & Edit Project 1 or 2.
Nov 21: Critique Project 2.
Revise & Edit Project 1 or 2.
 15. **Nov 26: Animation As Object: Screens, Screenings & Video Objects.**
Revise & Edit Project 1 or 2.
Nov 28: THANKSGIVING BREAK, no class.
Perform volunteer duties, Prepare work for install on Dec 02.
 16. **Dec 03: End of Semester Exhibition.** *The End & The Beginning of Everything*

Resources

<http://www.turbosquid.com/>
<http://www.medienkunstnetz.de/mediaartnet/>
http://www.newmedia-art.org/index_en.htm/
<http://www.ubu.com/>
http://www.digitaltutors.com/digital_tutors/index.php
<http://www.thegnomonworkshop.com/tutorials.html>
<http://www.highend3d.com/>
<http://www.autodesk.com/>
<http://www.3dcafe.com/>
<http://www.3dlinks.com/>
<http://www.3d-tutorial.com/>
<http://www.rhizome.org/>
<http://eyebeam.org/>
Bitfilm <http://www.bitfilm.com/club/showreels.php>
National Film Board Canada <http://www.nfb.ca/>
Bitforms Gallery <http://www.bitforms.com/index.php>
Galerie Anita Beckers http://www.galerie-beckers.de/?page_id=253

Experimental 3D Artists

Robert Lue – Molecular Animation <http://www.nytimes.com/2010/11/16/science/16animate.html>
Rosa Menkman <http://rosa-menkman.blogspot.com>
Francoise Gamma <http://francoisegamma.computersclub.org/>
Claudia Hart <http://www.claudiahart.com>
Jennifer Steinkamp <http://jsteinkamp.com/>
Gerhard Mantz <http://www.gerhard-mantz.de/>
Saskia Wolbers (jump to 56:00) <http://channel.tate.org.uk/media/26646222001> &
http://www.saatchigallery.co.uk/artists/saskia_wolbers.htm
Lech Majewski <http://www.artinfo.com/news/story/38688/filmmaker-lech-majewskis-the-mill-and-the-cross-animatesbreugels-cruel-calvary/>
Gregory Bennett <http://www.gregorybennett.org/>
William Forsythe <http://www.nytimes.com/2009/03/29/arts/dance/29sulc.html>
Ann Lislegaard <http://lislegaard.com/>
Gary Hill <http://www.garyhill.com/>
Barry Doupe <http://www.barrydoupe.ca/>
AES+F <http://www.aes-group.org/>
Craig Kalpakjian <http://www.kalpakjian.com/>
JODI <http://maxpaynecheatsonly.jodi.org/>
David O'Reilly <http://vimeo.com/1714824>
Yves Netzmmmer <http://www.youtube.com/watch?v=pBJahUI-k8w> & http://www.galerie-beckers.de/?page_id=478
Jeremy Bailey <http://jeremybailey.net/>
Zhou Li <http://www.yi-yo.net/index.html>
Takuya Hosogane <http://vimeo.com/28350537>
Zeitguised <http://vimeo.com/3268624> <http://www.zeitguised.com/>
Alex McLeod <http://www.alxclub.com/>
Open Ended Group <http://openendedgroup.com/index.php/artworks/pedestrian/>
Joshua Mosely <http://joshuamosley.com/>
Kurt Hentschläger <http://www.kurthentschlaeger.com/>
The Simulationists <http://www.judisdaid.com/simulationists.php>
Stelarc <http://stelarc.org/video/?catID=20259&type=Animation>
Michael Rees <http://michaelrees.posterous.com/>
James Casebere <http://jamescasebere.net/group5.html>
Thomas Demand <http://www.thomasdemand.de/>
Mark Napier <http://www.potatoland.org/>
Jim Duesing <http://artscool.cfa.cmu.edu/~duesing/html/visions.html>
Brandon Morse <http://www.coplanar.org/work/>
Torsten Reil http://www.ted.com/index.php/talks/torsten_reil_studies_biology_to_make_animation.html
Bjorn Melhus <http://www.melhus.de/> & http://www.galerie-beckers.de/?page_id=499

Disability and EFL (English As Foreign Language) Policy

The Department of Art is committed to full academic access for all qualified participants, including those for whom English is a foreign language and participants with disabilities. In keeping with this commitment and in order to facilitate equality of educational access, I will make reasonable accommodations for qualified participants, such as appropriate adjustments to the classroom environment and teaching, testing, or learning methodologies when doing so does not fundamentally alter the course. If you have a disability or if English is not your native language, it is your responsibility to inform me of your need for an accommodation and, if necessary, obtain verifying information. Requests for accommodation must be given to me no later than the first week of classes, your accommodation request will be considered after the deadline. Grades assigned before an accommodation is provided will not be changed.

Syllabus Updates

This syllabus is a living, changing document and the instructor may alter it with or without notice. Participants are expected to regularly check the class website <http://x3dstudio.ning.com> for Syllabus Updates, to be posted in the Course Syllabus link (top left).

Syllabus Updated: 08/21/13