

Course guides

804325 - M3D-A - 3D Modeling

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Unit in charge: Image Processing and Multimedia Technology Centre
Teaching unit: 804 - CITM - Image Processing and Multimedia Technology Centre.

Degree: BACHELOR'S DEGREE IN DESIGN, ANIMATION AND DIGITAL ART (Syllabus 2017). (Compulsory subject).

Academic year: 2021 **ECTS Credits:** 6.0 **Languages:** Catalan, Spanish

LECTURER

Coordinating lecturer: Casas Torres, Llogari

Others:

DEGREE COMPETENCES TO WHICH THE SUBJECT CONTRIBUTES

Specific:

CEAAD 4. (ENG) Dominar les bases de la il·luminació, la fotografia i el tractament digital per dissenyar i desenvolupar productes artístics, audiovisuals i d'animació.

CEAAD 3. (ENG) Master the wide range of professional tools in the sector for developing all kinds of digital content.

CEAAD 6. (ENG) Design, model, texturise and animate 2D and 3D objects, characters and scenes for inclusion in digital projects, audiovisual sequences and video games.

Transversal:

04 COE. EFFICIENT ORAL AND WRITTEN COMMUNICATION. Communicating verbally and in writing about learning outcomes, thought-building and decision-making. Taking part in debates about issues related to the own field of specialization.

06 URI. EFFECTIVE USE OF INFORMATION RESOURCES. Managing the acquisition, structure, analysis and display of information from the own field of specialization. Taking a critical stance with regard to the results obtained.

07 AAT. SELF-DIRECTED LEARNING. Detecting gaps in one's knowledge and overcoming them through critical self-appraisal. Choosing the best path for broadening one's knowledge.

TEACHING METHODOLOGY

The subject is eminently practical. As a consequence, the proposed methodology, with the exception of the first class, which will be purely introductory, will have the following structure:

The initial twenty minutes will be used for the clarification and resolution of doubts regarding the exercise proposed in the previous class.

The following eighty minutes will proceed to a masterful explanation of the new topic and / or procedure to work on.

The last twenty minutes will be used for the presentation and proposal of the next exercise to be carried out, which will be directly linked to the previous master class.

LEARNING OBJECTIVES OF THE SUBJECT

- Understand the concepts of three-dimensional modeling and their relationship with the different areas of design and artistic disciplines.
- Know the most used professional 3d design tools at a professional level.
- Learn to identify good practices when working.
- Know the specific techniques of creating digital volumes.
- Learn the basics of modeling, texturing and 3d lighting.
- Introduce work with digital sculpture.
- Use the content of the subject to create professional quality models.
- Adapt the application of 2D design and illustration concepts in the creation of textures for 3d models.
- Apply textures on a three-dimensional model following the most common techniques.
- Carry out the exercises proposed in the subject applying a correct structure, presentation and time planning, accompanied by a good orthographic and grammatical level.

STUDY LOAD

Type	Hours	Percentage
Hours medium group	22,0	14.67
Hours large group	24,0	16.00
Guided activities	14,0	9.33
Self study	90,0	60.00

Total learning time: 150 h

CONTENTS

Introduction

Description:

Basic concepts of three-dimensional space
 Coordinate systems
 Program interface
 Customization and menus
 Navigation.
 Modeling process: creation and manipulation of objects.
 Finishing and output processes: materials, lights, cameras and renderings

Specific objectives:

Know the basic concepts of any three-dimensional space.
 Know the interface of the 3Ds MAX program

Related activities:

Non-evaluable activity: independently investigate the operation of the program

Full-or-part-time: 4h

Theory classes: 2h
 Self study : 2h



Poly modelling

Description:

Polygonal modeling tools
Subobjects
Selection tools
Loops and rings
Copy / Instance / Reference
Creating simple objects from primitives
Polycount
History
Work organization techniques
Template generation
Complex shapes from 2D shapes
Parametric modifiers
Advanced polygonal modeling tools
Free modifiers
Work at Lowpoly
Compound objects
Modeled from composite objects

Specific objectives:

Demonstrate knowledge and know how to apply concepts related to flat and three-dimensional representation and the control of the visualization of objects and scenes, using computer programs for graphic representation.

Related activities:

Design and creation of usual objects from 2D shapes
Design and creation of industrial and furniture elements created from primitives

Full-or-part-time: 30h

Theory classes: 6h
Guided activities: 6h
Self study : 18h



Character modelling

Description:

Character modeling

References

Most common errors: T-shapes, non manifold geometry, nGons.

Modeling with simple primitives

Modeling of a bust

Hair modeling, Hi poly and Low poly techniques

Modeling based on subdivision surfaces

Poly to poly modeling

Anatomy of a figurative human body
body, limbs and hands

Modeling of a mimetic human body

3dsMAX digital sculpture tools

Modeling paradigm shift

Other digital sculpture programs and / or tools: Maya, Mudbox and zBrush

Preparation of geometry

Molding brushes

HiPoly vs LowPoly

Polygonal reduction

Processes and tools of retopology

Reduction levels.

Retopology has since 3dsMAX.

Other retopology programs.

Normal maps: extraction and application

Displacement maps

Specific objectives:

Know the basic concepts of geometry to generate bodies and surfaces, and know how to apply them in the modeling of 3D objects and scenes

Related activities:

Modeling of simple shapes: fruits, simple insects, claws

Modeling a doll or any trinket

Modeling a head

Modeling a mimetic human body.

Full-or-part-time: 56h

Theory classes: 6h

Guided activities: 6h

Self study : 44h



Materials

Description:

The materials editor
Shading trees
Differences between maps and textures
Procedural textures
Multimaterials

Specific objectives:

Know how to use different three-dimensional modeling and texturing techniques, taking into account the characteristics or type of application for which the 3D model is being generated.

Related activities:

Textured from a polygonal exercise done above.

Full-or-part-time: 8h

Theory classes: 2h
Guided activities: 2h
Self study : 4h

UV unwrapping

Description:

UV theory
Advanced unwrap
Deployed UVs
UV packaging
UV sets.
Unfold and relax
Exporting UVs to Photoshop
Painted textures in Photoshop
Occlusion maps

Specific objectives:

Know how to use different three-dimensional modeling and texturing techniques, taking into account the characteristics or type of application for which the 3D model is being generated.

Related activities:

Mapping of a previous organic modeling exercise

Full-or-part-time: 14h

Theory classes: 2h
Guided activities: 2h
Self study : 10h



Lighting

Description:

Types of lights
Basic lighting models Outdoor lighting
Generation and typology of shadows

Specific objectives:

Know how to use different lighting techniques, taking into account the characteristics or type of application for which the 3D model is being generated.

Related activities:

Creation and subsequent lighting of a composition from the elements previously mapped.

Full-or-part-time: 10h

Theory classes: 2h
Guided activities: 2h
Self study : 6h

Scene visualization

Description:

Camera types and settings
Differences from real cameras
Render engines: common and uncommon parameters
Adding effects
Render reflections and refractions
Render by channels
Output formats: sequence of still images and / or video

Specific objectives:

Know how to plan the most appropriate workflow in the different rendering phases, as well as know the most appropriate rendering parameters for a given 3D design.

Related activities:

Addition of at least two cameras with different views and also different settings from the previous scene. Obtaining three renderings of different qualities with an explanation of how they were obtained.

Full-or-part-time: 14h

Theory classes: 2h
Guided activities: 2h
Self study : 10h

ACTIVITIES

Partial exam

Description:

Score exam 20%
Part A: Modeling an industrial element according to two different techniques. From primitive forms and from two-dimensional forms.
Part B: Test

Full-or-part-time: 4h

Self study: 4h



Final exam

Description:

Exam score 30%

Part A: Modeling in an organic body from a given model, extracting the UVs and texturing it.

Part B: Test

Full-or-part-time: 4h

Self study: 4h

GRADING SYSTEM

Practices:

Polygonal modeling practices: 10% of the final grade.

Organic modeling practices: 15% of the final grade.

Practices of the materials and maps: 7.5% of the final grade.

Lighting and visualization practices: 7.5% of the final grade.

Student attitude and participation: 10% of the final grade

Partial exam: 20% of the final grade.

Final exam: 30% weight on the final grade.

Students who do not pass the subject through continuous assessment may take the reevaluation exam, as long as they do not have an NP grade.

The mark obtained in this exam will only affect the marks obtained in the partial exam and the final exam. In no case will the grades obtained in the exercises carried out during the course of the course vary.

EXAMINATION RULES.

The practices will be carried out individually outside the classroom.

In a generic way, they will always use the first thirty minutes of each class to solve any doubts that may exist in the exercises.

All the practices will be delivered in the corresponding folder of the campus in the established term. Failure to deliver a practice or part of it will mean the loss of its value in the final grade.

BIBLIOGRAPHY

Basic:

- Ascent, Co.. Autodesk 3ds Max 2021 Fundamentals. ISBN 978-1-63057-352-2.

- Murdock, Kelly L.. Autodesk 3ds Max 2021 Complete Reference Guide. ISBN 978-1-63057-334-8.

Complementary:

- Lurino, Luciano. 3D Environment Lighting. 3dTotal.com,

- Birn, J. Iluminación y render. Madrid: Anaya Multimedia, 2017. ISBN 9788441520912.

- 3dTotal Ltd.. Modeling Human Anatomy. 3dTotal.com,

RESOURCES

Hyperlink:

- www.cgchannel.com. Comunidad de artistas digitales. Cuenta con debates acerca de programas así como con la posibilidad de acceder a diversos recursos, tutoriales y workshops online.

- www.foro3d.com. Foro de resolución de dudas y debate de 3dpoder.com

- www.3dpoder.com. Recursos y tutoriales destinados al aprendizaje de la representación virtual en tres dimensiones.

- www.cgpersia.com. Web y foro de recursos y tutoriales de aprendizaje de las últimas versiones de programas. Muchos de sus recursos están estructurados y ordenados por marcas y programas comerciales.