

Art 384: Introduction to 3D Animation

Neal McDonald, M.S., M.F.A.
mcdo@umbc.edu

First Lecture

Introductions

- I am Neal McDonald
 - Production Experience: Lamb & Company
 - Game Industry: Half-Life total conversion, Greenhouse Software
 - Teaching Maya 4 years
 - mcdo@umbc.edu, www.workly.com
- Call me “Professor McDonald”
 - That’s what my boss wants.
 - Sounds funny!

Syllabus

- All grades are weighted equally.
- The Blackboard site has vital materials, and verifies enrollment.
- Get a 4GB Flash drive— Hard drives are trouble.
- Work here and not at home.

Turning in: Drawings

- Every assignment has a drawing component
- An example of how to turn in drawings is on the whiteboard
- Rationale
 - You badly need drawing skills
 - You badly need planning ahead skills
 - I want to show your work; saves me time

Turning in: Video

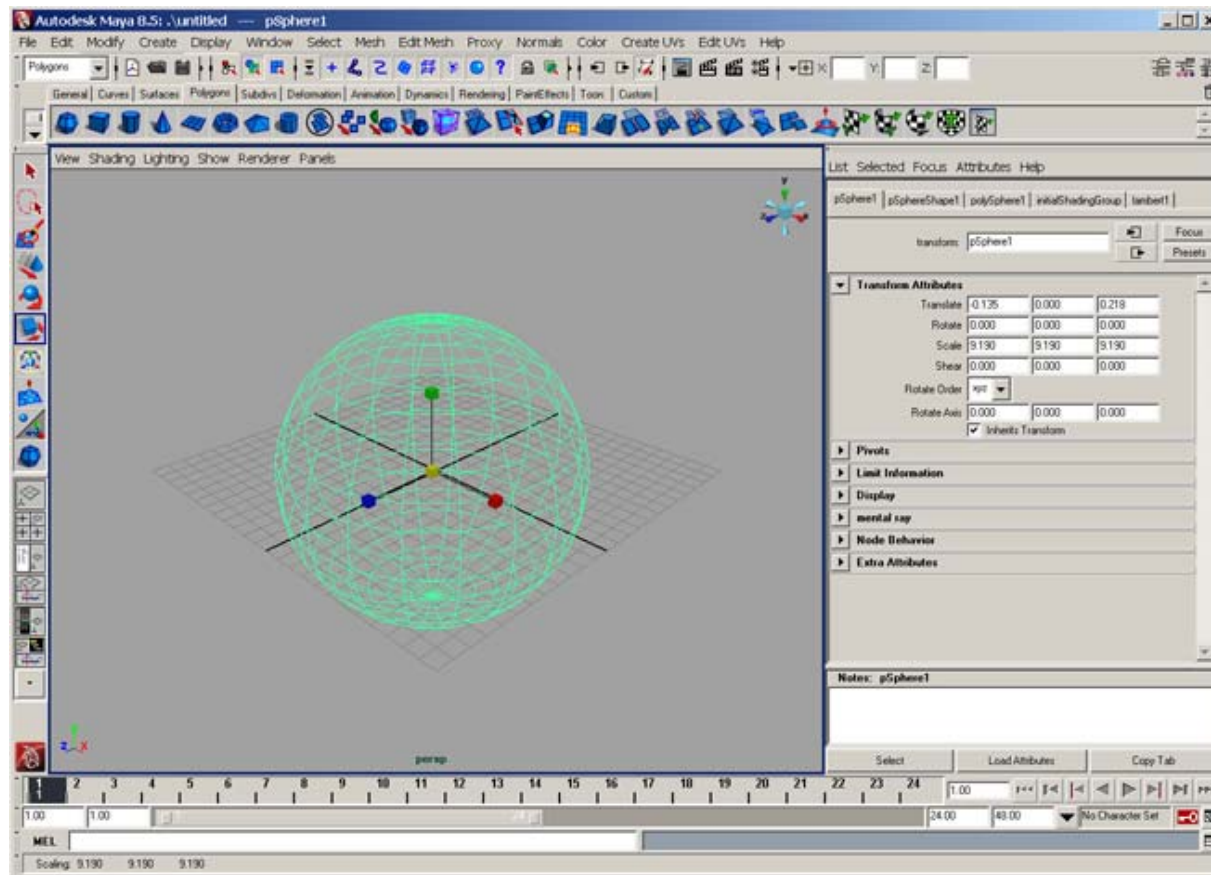
- There is a particular format
 - First frame=title frame
 - Last frame=credits
- We will be using AfterEffects CS3
- Rationale:
 - Adhering to a particular format is usually in the contract
 - Keeps you from spending time on credits
 - Easier to grade and archive

Turning in:Naming Files

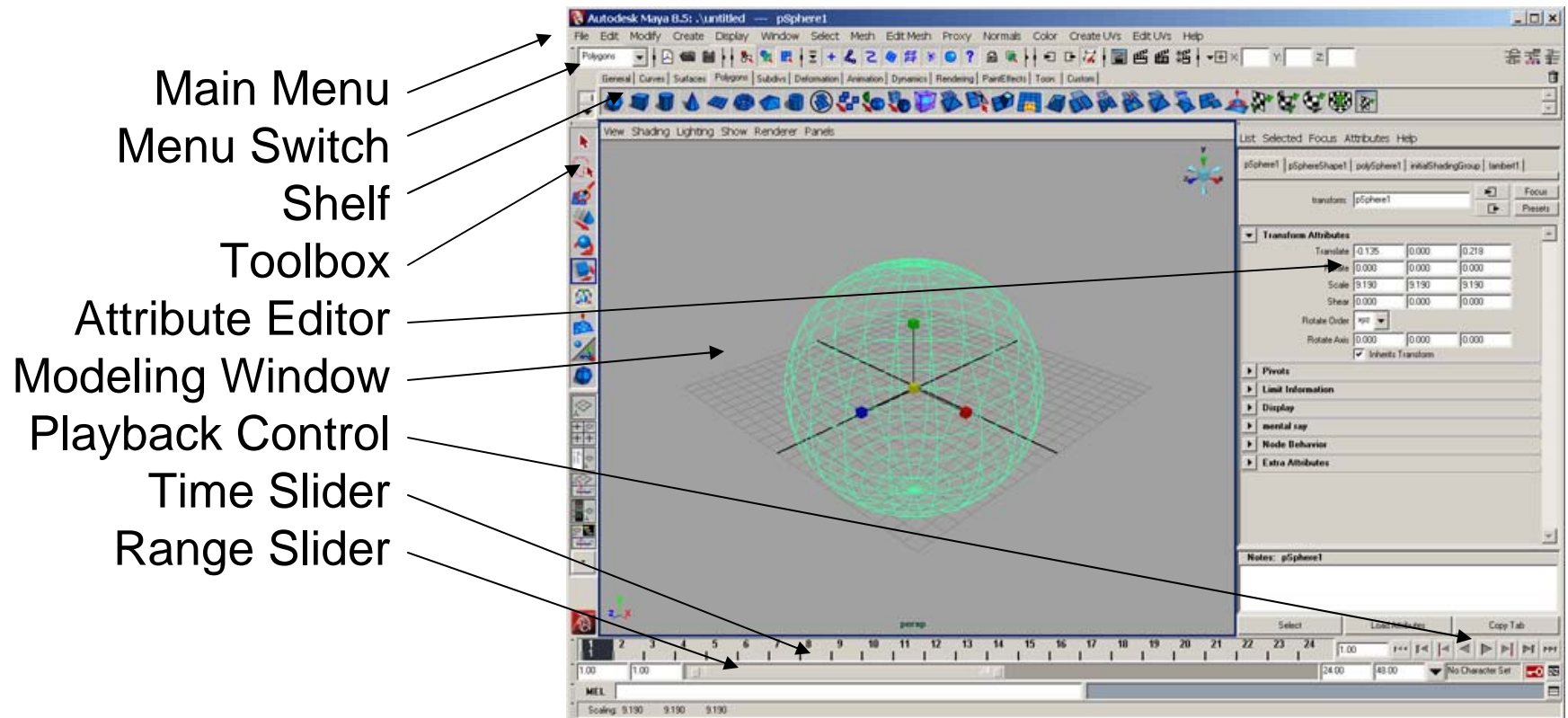
- The format:
lastname_assignment_othersnames.format
 - "lastname" is not your UMBC user name
 - "assignment" = assignment letter
 - ".format" = .tif, .mov, .jpg
- Please, please do this
 - Enables me to verify that I have everyone's work
 - Worth a letter grade to you-- every time!

Starting Maya

- Start=>Programs=>Autodesk=>Autodesk Maya 2008



Names of Windows

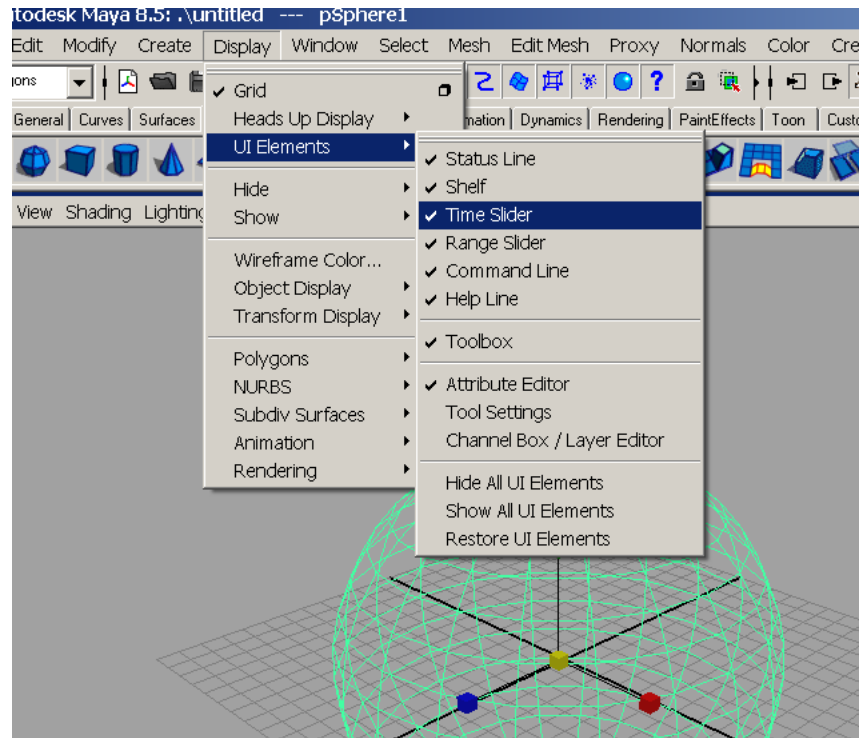


Exploring Maya

- Use the menu switch to change the menu set.
- Get a load of all those shelf tabs!
- Clicking in modeling window
 - Alt-Right, Alt-Middle, Alt-Left drag
- Space Bar switches to 4-view
- Click on dotted areas to make windows disappear!

Windows that Disappear

Remedy: Display=>UI Elements=> ...



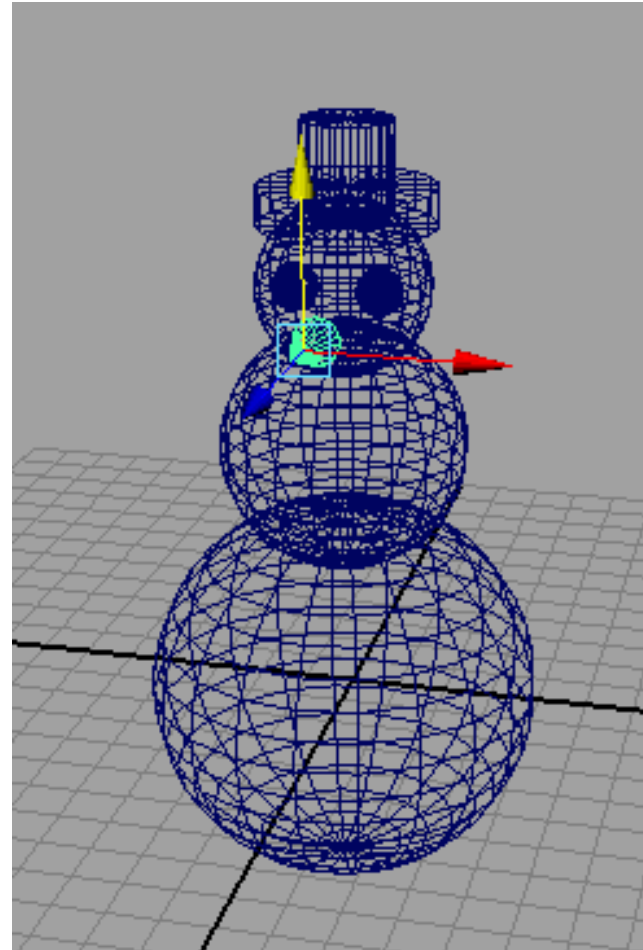
Making something- a sphere

- In shelf, click on “Polygons” tab.
- Click on leftmost button:
- Click and drag on the grid in the modeling window



More first things

- Make several spheres, cubes, cones.
- Click on objects to select them.
- Shift-click to select several at once.
- Use move tool (“w”) to move selected objects.
- Use rotate tool (“e”) to rotate
- Use scale tool (“r”) to grow/shrink
- Make a snowman!

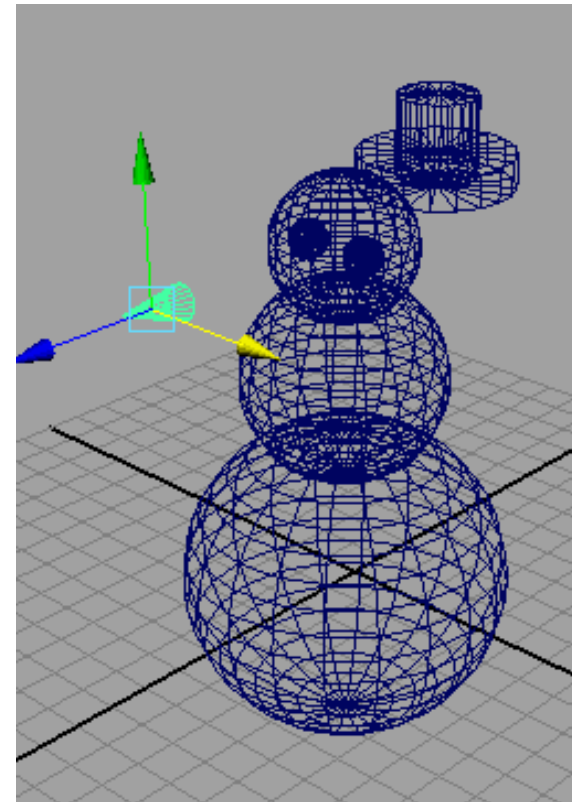
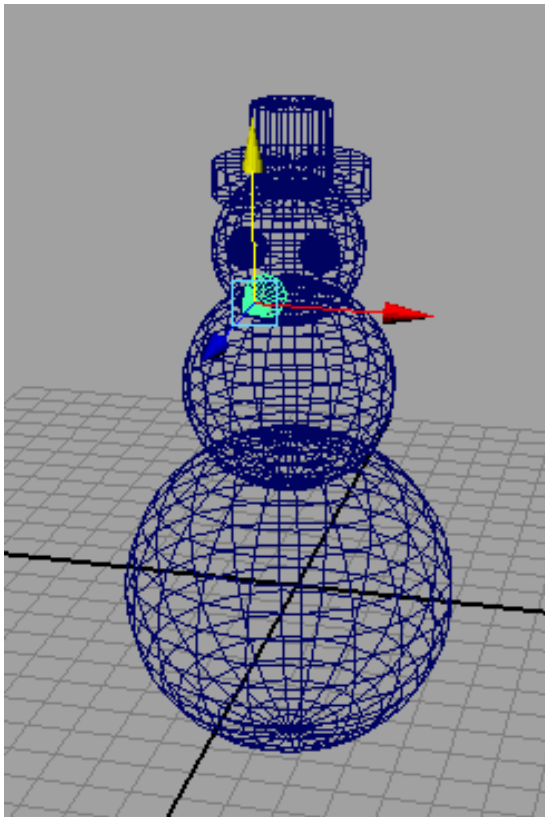


First Refinements

- You have to click on the grid to make things
- Translation
 - Use Sky-blue box to move freely
 - Use red, green and blue arrows to move along X, Y or Z axes only
- Rotation
 - Click on circles for constrained rotation.
- Scale
 - Click on r/g/b boxes to scale only along a single axis

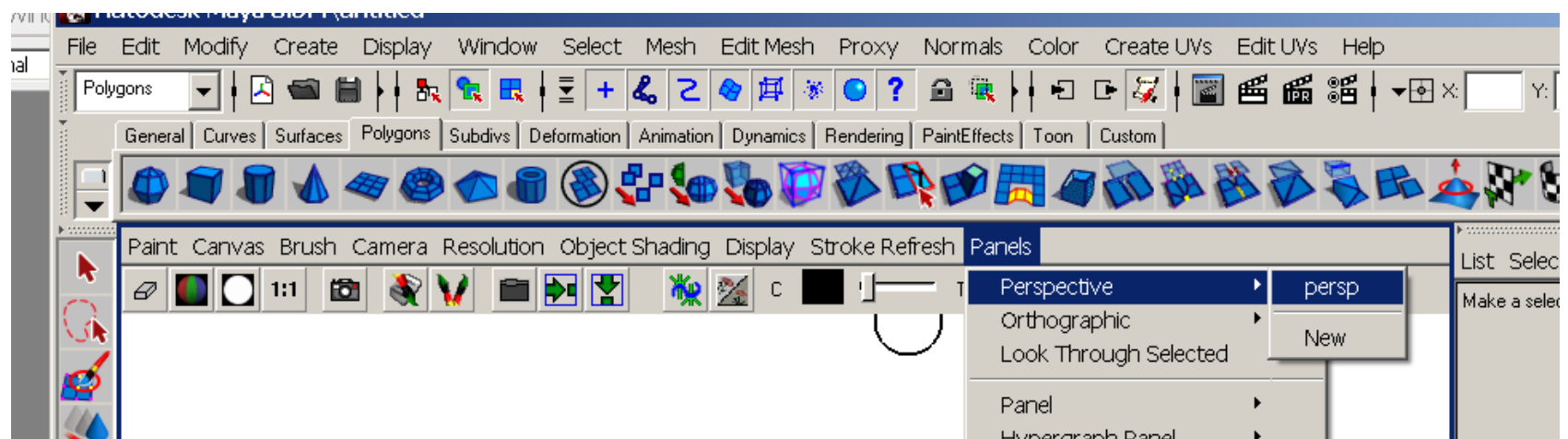
Gotcha!

- Things that look fine from one direction might need adjusting— use 4-view



Further Explorations

- Control-D duplicates selections
- Try translating, rotating, and scaling multiple selected objects.
- Use 4, 5, 6 and 7 to change display settings: wireframe, solid, shaded, lit.
 - Can't tell the difference between 5 and 6 yet.
- Don't press 8!! Too late. Use Panels menu to recover.



Maya Review

- Starting up
- Moving camera, switching views.
- Recovering UI windows
- Making spheres, cubes, etc.
- Translate, Rotate, Scale, Duplicate
- Projects