FORT HAYS STATE UNIVERSITY
THE SCHOOL OF VISUAL AND
PERFORMING ARTS

ADVANCED 3D MOTION DESIGN

COURSE SYLLABUS

Fort Hays State University
College of Arts, Humanities, and Social Sciences
Department of Art and Design
Thomas Giebler

01 COURSE INFORMATION

ART 652 - Advanced 3D Motion Design

Credit Hours // 3.0
Semester & Year // Fall 2025
Course Prerequisites // Introduction to Animation
Location of Class // AD 202 *(Schmidt Foundation Center for Art and Design, Room 202)*
Class Time // Tuesday/Thursday - 1:30 PM – 4:20 PM

02 INSTRUCTOR INFORMATION

Thomas Giebler
Assistant Professor of Motion Design & Animation
Office: Scmidt Foundation Center for Art and Design, Room 211
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tahemus.com - view for education and professional experience details

GRADUATE TEACHING ASSISTANT

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03 TEXTBOOK AND COURSE MATERIALS

Technology Requirement:
All students enrolled at Fort Hays State University are expected to have a computer* for use in a variety of university learning experiences. ***On-campus students are expected to have a laptop to ensure mobility.** It is also strongly reccommended to have a **personal external hard drive** (SSD preferred).

TigerTech only provides assistance with accessing and using FHSU hosted systems and University-owned equipment. FHSU does not sell computers and does not provide computer repair for student devices.

Hardware:
To meet basic security, networking, and upgrade requirements, your computer should be running Windows 7 (or newer) or Mac OS X (or newer). Ideally, your computer's warranty should be supported by the manufacturer throughout your college career. Chromebooks and iPads are not recommended for use as your primary device due to limited functionality. Ask your instructor or academic department to learn about any specific technology requirements that may apply for each course in which you are enrolled.

Software:
Enrolled students at FHSU can take advantage of a variety of options to get FREE and/or discounted software for use on personal devices at www.fhsu.edu/tigertech/software/. If you have any technical issues, contact FHSU TigerTech 785-628-3478, notify to the instructor.

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Motion design and animation requires some horsepower when it comes to hardware and software. The computers in either design department laboratories are sufficiently updated and should be utilized as much as possible for student projects.

04 COURSE DESCRIPTION

This course explores professional 3D workflows, with a primary focus on mastering Cinema 4D and the Redshift render engine. Students will develop advanced skills in creating high-quality animations, incorporating techniques such as motion tracking within 3D environments and rigging for complex movement. The course emphasizes efficiency and industry-standard practices, enabling students to manage large-scale, production-ready projects. In addition, students will investigate emerging tools with real-time capabilities—including Unreal Engine—to expand their creative and technical versatility. By the end of the course, students will be prepared to produce polished, cutting-edge motion design work for a variety of professional applications.

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05 COURSE LEARNING OUTCOMES

After completing this course, students will be able to

- Apply design thinking to a 3D workflow
- Model, texture, light, and render original content in Cinema4D and a biased render engine.
- Understand how to implement 3D content into real-time workflows.
- Tell engaging concept based stories with 3D content
- Deploy basic animation and rendering skills to motion design projects

Prerequisites:
Advanced 3D Motion Design is an upper-level course—students should have some experience with design techniques, concepts, and primary software including Cinema 4D and the Adobe suite. The course is a continued exploration of 3D design, diving into advanced concepts, workflows and real-time animation. The following courses should be complete: ART 652 - 3D Motion Design.

Course Expectations:
To be successful in this course, students will be expected to:

- Deliver projects with a cohesive idea or design concept
- Meet the requirements of the given assignment
- Appropriately justify story and design concepts in their own work - Compare and contrast personal ideas with the work of others
- Apply critical thinking and judgment in order to solve problems
- Manage time, plan for projects, and be present for class activities.

06 TEACHING, LEARNING METHODS, & COURSE STRUCTURE

Blackboard
This tool is a university standard and will serve as the central hub for this class. Here you will find announcements, project information, links to video content, and more. Blackboard is also where you will turn in assignments. So, for this class, it will often require uploading a video within the relevant project module. Blackboard is good about sending alerts, but it *is always good to check the course page early and often.*

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Panopto
Used in connection with Blackboard, Panopto is a video service that will host example videos, reels of relevant work, or any other video necessary for the course. Short tutorials and other video content will also be served with Panopto.

Instructional Approach & Course Structure:
The instruction in this course centers around advancing animation and design skills through advanced techniques. The Lessons will rotate between lectures on design and method to best practices, workshop-based software instruction, and stories from real-world experiences. The following is a breakdown of how the course is structured.

- The structure of the course revolves around (3) core projects and (1) final assignment.
- Projects are posted in the Learning Modules section on Blackboard, including requirements and deadlines.
- Once complete, students are required to upload projects within the appropriate assignment module before the deadline. - Students will present work for critique in a classroom setting.
- Scheduled class sessions consist of lectures and software demonstrations delivered in-person.
- Recorded class sessions will post for study and reference.
- Additional curriculum includes hands-on equipment demonstrations, workshops, and guest speakers.
- Maxon Cinema 4D is the primary software program taught in this course.

NOTES:

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07 COURSE SCHEDULE

This schedule is tentative and might change during the semester.
The content is subject to change depending on students' interest and progress. Students will be notified of the changes through announcements either in the class or at the Blackboard course site.

WEEK/DATES	TOPICS/LESSONS	PROJECTS
WEEK 1 Aug. 18	***Objective:*** Refresh over the basics of C4D. Introduction to node-based materials.	**Project 1** **TECH DEMO**
WEEK 2 Aug. 25	***Objective:*** Overview of advanced MoGraph systems.	
WEEK 3 Sep. 1	***Objective:*** Explore particle systems and other simulations.	
WEEK 4 Sep. 8	***Objective:*** Introduction to rigging.	
WEEK 5 Sep. 15	***Objective:*** Continue exploring advanced rigging techniques.	**Project 2** **THE AFTERLIFE**
WEEK 6 Sep. 22	***Objective:*** Overview VDB (volume database) creation and rendering. Explore render optimizations.	
WEEK 7 Sep. 29	***Objective:*** Introduction to Unreal Engine and the difference between offline and real-time rendering.	
WEEK 8 Oct. 6	***Objective:*** Explore integrated pipelines between C4D and UE.	**Project 3**
WEEK 9 Oct. 13	***Objective:*** Continue exploring advanced UE applications and export uses.	
WEEK 10 Oct. 20	***Objective:*** Overview alternative render engines.	
WEEK 11 Oct. 27	***Objective:*** Explore stylized rendering and post-processing workflows.	
WEEK 12 Nov. 3	***Objective:*** Overview of collaborative file shares and team dynamics for a 3D pipeline asdf.	**Project 4** **FINAL**
WEEK 13 Nov. 10	***Objective:*** Identify applications of AI-based processing.	
WEEK 14 Nov. 17	***Objective:*** Final project work.	
WEEK 15	***FALL BREAK***	
WEEK 16 Dec. 1	***Objective:*** Final project work.	
WEEK 17 Dec. 8	***Objective:*** Finals Week	

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08 ASSESSMENT METHODS AND GRADING SCALE

There are 1000 points for this course. The grade you earn for this course depends on the total number of points you earn throughout the semester. The assessment methods and grading scale are as follows:

Assessment Methods	How Many	Unit Points	Total Unit Points	Percentage
Participation	N/A	N/A	150	15%
Standard Projects	3	Variable	600	60%
Final Project	1	250	250	25%

= A (90% and above)
= B (80%-89%)
= C (70%-79%)
= D (60%-69%)
= U (below 60%)

09 STUDENT HELP RESOURCES

Students have access to academic services, technical support and student services at Fort Hays State University. You can find the resources online at FHSU Blackboard Student Tutorials
For more information you can contact TigerTech at 785-628-3478 or FHSU TigerTech

10 COURSE POLICIES

Class Attendance/Participation:
It is your responsibility to attend class on time and consistently. The instructor will post updates on Blackboard, but if you miss class, you will inevitably miss crucial information. In addition, attendance will be regularly recorded and factored into the overall grade.

More than three unexcused absences during the semester will result in A FULL LETTER GRADE down for every additional absence for the final grade

Assignment Due Date:
Unless prior arrangements are made, all projects are due by start of class on the noted day. For every day late a project is turned in, the equivalent of one letter grade worth of points will be deducted from the total grade.

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Procedures for Assignment Submission:
Each project will have an associated Learning Module on Blackboard. Students will be required to upload their finished project in the appropriate place before the due date.

Fees:
This course has no additional art fees.

Other Policies:
Academic integrity is essential. Students are expected to find inspiration, but if you directly copy existing work, severe penalties will be enforced.

Unless using a mobile device for research or taking notes, please keep them silent and out-of-reach.

11 UNIVERSITY POLICIES

- Academic Honesty

- Attendance

- Withdrawal

- Student Accessibility Services

- Health and Wellness Services

- Title IX Policy : FHSU is committed to fostering a safe and productive learning environment. Title IX makes it clear that violence and harassment based on sex, gender, and gender identity are Civil Rights offenses subject to the same kinds of accountability and the same kinds of support applied to offenses against other protected categories such as race, national origin, etc. This includes all types of gender and relationship violence, sexual harassment, sexual misconduct, domestic and dating violence, and stalking. If you wish to report an incident or have questions about school policies and procedures regarding Title IX issues, please contact Laurie Larrick, University Compliance Officer and the FHSU Title IX Coordinator, at lelarrick@fhsu.edu or (785) 628-4175. The Compliance Officer can help connect you to campus and outside resources, discuss all of your reporting options, and assist with any concerns you may have.

- Career Services

- Technology Services