Cover Sheet: Request 14802

DIG3XXX 3D Modeling and Texturing

Info

Process	Course|New|Ugrad/Pro
Status	Pending at PV - University Curriculum Committee (UCC)
Submitter	Phillip Klepacki pklepacki@arts.ufl.edu
Created	3/6/2020 12:40:54 PM
Updated	3/20/2020 8:40:06 AM
Description of request	Creation of new specialized course in 3D modeling and texturing.

Actions

Step	Status	Group	User	Comment	Updated
Department	Approved	CFA - Digital Worlds 015851001	James Oliverio		3/6/2020
DIG_3XXX_3D_Modeling_Texturing_V4.docx					3/6/2020
College	Approved	CFA - College of Fine Arts	Jennifer Setlow		3/20/2020
No document changes					
University Curriculum Committee	Pending	PV - University Curriculum Committee (UCC)			3/20/2020
No document changes					
Statewide Course Numbering System					
No document changes					
Office of the Registrar					
No document changes					
Student Academic Support System					
No document changes					
Catalog					
No document changes					
College Notified					
No document changes					

Course|New for request 14802

Info

Request: DIG3XXX 3D Modeling and Texturing
Description of request: Creation of new specialized course in 3D modeling and texturing.
Submitter: Phillip Klepacki pklepacki@arts.ufl.edu
Created: 3/9/2020 3:30:45 PM
Form version: 2

Responses

Recommended Prefix
Enter the three letter code indicating placement of course within the discipline (e.g., POS, ATR, ENC). Note that for new course proposals, the State Common Numbering System (SCNS) may assign a different prefix.

Response:
DIG

Course Level
Select the one digit code preceding the course number that indicates the course level at which the course is taught (e.g., 1=freshman, 2=sophomore, etc.).

Response:
3

Course Number
Enter the three digit code indicating the specific content of the course based on the SCNS taxonomy and course equivalency profiles. For new course requests, this may be XXX until SCNS assigns an appropriate number.

Response:
XXX

Category of Instruction
Indicate whether the course is introductory, intermediate or advanced. Introductory courses are those that require no prerequisites and are general in nature. Intermediate courses require some prior preparation in a related area. Advanced courses require specific competencies or knowledge relevant to the topic prior to enrollment.

Response:
Intermediate

• 1000 level = Introductory undergraduate
• 2000 level = Introductory undergraduate
• 3000 level = Intermediate undergraduate
• 4000 level = Advanced undergraduate
• 5000 level = Introductory graduate
• 6000 level = Intermediate graduate
• 7000 level = Advanced graduate
• 4000/5000= Joint undergraduate/graduate
• 4000/6000= Joint undergraduate/graduate

**Joint undergraduate/graduate courses must be approved by the UCC and the Graduate Council)*

Lab Code
Enter the lab code to indicate whether the course is lecture only (None), lab only (L), or a combined lecture and lab (C).

Response:
None

Course Title
*Enter the title of the course as it should appear in the Academic Catalog. There is a 100 character limit for course titles. *

Response:
3D Modeling and Texturing

Transcript Title
Enter the title that will appear in the transcript and the schedule of courses. Note that this must be limited to 30 characters (including spaces and punctuation).

Response:
3D Modeling & Texturing

Degree Type
Select the type of degree program for which this course is intended.

Response:
Baccalaureate

Delivery Method(s)
Indicate all platforms through which the course is currently planned to be delivered.

Response:
On-Campus, Online

Co-Listing
Will this course be jointly taught to undergraduate, graduate, and/or professional students?

Response:
No

Effective Term
Select the requested term that the course will first be offered. Selecting "Earliest" will allow the course to be active in the earliest term after SCNS approval. If a specific term and year are selected, this should reflect the department's best projection. Courses cannot be implemented retroactively, and therefore the actual effective term cannot be prior to SCNS approval, which must be obtained prior to the first day of classes for the effective term. SCNS approval typically requires 2 to 6 weeks after approval of the course at UF.

Response:
Earliest Available

Effective Year
Select the requested year that the course will first be offered. See preceding item for further information.

Response:
Earliest Available

Rotating Topic?
Select "Yes" if the course can have rotating (varying) topics. These course titles can vary by topic in the Schedule of Courses.

Response:
No

Repeatable Credit?
Select "Yes" if the course may be repeated for credit. If the course will also have rotating topics, be sure to indicate this in the question above.

Response:
No

Amount of Credit
Select the number of credits awarded to the student upon successful completion, or select "Variable" if the course will be offered with variable credit and then indicate the minimum and maximum credits per section. Note that credit hours are regulated by Rule 6A-10.033, FAC. If you select "Variable" for the amount of credit, additional fields will appear in which to indicate the minimum and maximum number of total credits.

Response:
3

S/U Only?
Select "Yes" if all students should be graded as S/U in the course. Note that each course must be entered into the UF curriculum inventory as either letter-graded or S/U. A course may not have both options. However, letter-graded courses allow students to take the course S/U with instructor permission.

Response:
No

Contact Type
Select the best option to describe course contact type. This selection determines whether base hours or headcount hours will be used to determine the total contact hours per credit hour. Note that the headcount hour options are for courses that involve contact between the student and the professor on an individual basis.

Response:

Regularly Scheduled

• Regularly Scheduled [base hr]
• Thesis/Dissertation Supervision [1.0 headcount hr]
• Directed Individual Studies [0.5 headcount hr]
• Supervision of Student Interns [0.8 headcount hr]
• Supervision of Teaching/Research [0.5 headcount hr]
• Supervision of Cooperative Education [0.8 headcount hr]

Contact the Office of Institutional Planning and Research (352-392-0456) with questions regarding contact type.

Weekly Contact Hours
Indicate the number of hours instructors will have contact with students each week on average throughout the duration of the course.

Response:
3

Course Description
Provide a brief narrative description of the course content. This description will be published in the Academic Catalog and is limited to 50 words or fewer. See course description guidelines.

Response:
This course covers industry-standard polygon and curve-based modeling tools for creating efficient 3D models and stylistic textures. Additionally, students will master key concepts and become fluent in terminology essential to 3D modeling.

Prerequisites
Indicate all requirements that must be satisfied prior to enrollment in the course. Prerequisites will be automatically checked for each student attempting to register for the course. The prerequisite will be published in the Academic Catalog and must be formulated so that it can be enforced in the registration system. Please note that upper division courses (i.e., intermediate or advanced level of instruction) must have proper prerequisites to target the appropriate audience for the course.
Courses level 3000 and above must have a prerequisite.

Response:
MAJOR=DAR_BADA and DIG3305C(C)

Completing Prerequisites on UCC forms:

• Use "&" and "or" to conjoin multiple requirements; do not used commas, semicolons, etc.
• Use parentheses to specify groupings in multiple requirements.
• Specifying a course prerequisite (without specifying a grade) assumes the required passing grade is D-. In order to specify a different grade, include the grade in parentheses immediately after the course number. For example, "MAC 2311(B)" indicates that students are required to obtain a grade of B in Calculus I. MAC2311 by itself would only require a grade of D-.
• Specify all majors or minors included (if all majors in a college are acceptable the college code is sufficient).
• "Permission of department" is always an option so it should not be included in any prerequisite or co-requisite.

Example: A grade of C in HSC 3502, passing grades in HSC 3057 or HSC 4558, and major/minor in PHHP should be written as follows:
HSC 3502(C) & (HSC 3057 or HSC 4558) & (HP college or (HS or CMS or DSC or HP or RS minor)

Co-requisites
Indicate all requirements that must be taken concurrently with the course. Co-requisites are not checked by the registration system. If there are none please enter N/A.

Response:
N/A

Rationale and Placement in Curriculum
Explain the rationale for offering the course and its place in the curriculum.

Response:
With the rapid growth of digital 3D modeling and texturing requirements in areas including medical and scientific visualization, multimedia, gaming, and virtual and augmented reality applications, the demand for skilled practitioners continues to increase. Our current 3D animation courses only touch upon basic skills in these areas, therefore this course is designed to provide an in-depth experience with 3D modeling and texturing for students planning on careers in the digital 3D design industry.

Course Objectives
Describe the core knowledge and skills that student should derive from the course. The objectives should be both observable and measurable.

Response:
- Implement modeling principles and advanced techniques for creating an optimized 3D model
- Compare 2D and 3D thinking within the modeling pipeline
- Develop a topological project based on core modeling concepts
- Use various sculpting tools in Mudbox/Maya
- Create all essential maps for a studio environment
- Sculpt textures for a multi-material low-poly objects/character

Course Textbook(s) and/or Other Assigned Reading
Enter the title, author(s) and publication date of textbooks and/or readings that will be assigned. Please provide specific examples to evaluate the course.

Response:
none

Weekly Schedule of Topics
Provide a projected weekly schedule of topics. This should have sufficient detail to evaluate how the course would meet current curricular needs and the extent to which it overlaps with existing courses at UF.

Response:
Week 1
Overview of course and objectives
Discuss/Review basic Maya tools
Research and Plan
In-Class Activity - 15 mins modeling

Week 2
Review reference
Low Poly vs High Poly
Demo: Blocking Out

Week 3

Re-topology

Week 4
Demo: Detailing (Mesh vs Texture)
Unwrapping UV (2D vs 3D)
Texturing in Maya

Week 5
Use of Materials
Create custom materials

Week 6
Demo: Hand Texture Painting Technique

Week 7
Arnold Rendering in Maya
PPT: Color Space
PPT: Linear Workflow

Week 8
Interior Design in Maya
In-Class QUIZ
Demo: Environment Modeling Part 1

Week 9 - Spring Break

Week 10
Custom Lighting Techniques
Implementing Realism

Week 11
Preview: Final Project

Week 12
Organic Modeling in Maya (Stylized Character)
In-Class QUIZ
Demo: Organic Modeling Part 1

Week 13
Demo: Organic Modeling Part 2

Week 14
Demo: Organic Modeling Part 3
Character Rigging in Maya

Week 15
Fur/Hair in Maya (Xgen)

Week 16
Final Project Due

Grading Scheme
List the types of assessments, assignments and other activities that will be used to determine the course grade, and the percentage contribution from each. This list should have sufficient detail to evaluate the course rigor and grade integrity. Include details about the grading rubric and percentage breakdowns for determining grades. If participation and/or attendance are part of the students grade, please provide a rubric or details regarding how those items will be assessed.

Response:

Class Participation and Attendance (10%)
To earn full attendance and participation credit, students must regularly contribute to the course. Course contributions will be noted by the teaching faculty or instructor and calculated on a “pass / fail” scale. Further detail provided on the attached syllabus.

Weekly Assignments (45%)
Weekly assignments are due the first session of each week unless otherwise noted. The work must be uploaded to CANVAS prior to the beginning of class, otherwise the work will be considered late.

Quiz (5%)
In-class Quiz will be provided on week 12

Final Project (40%)
A cumulative project that synthesizes all of the modeling skills students have acquired throughout the semester. Assignment requirements and details will be reviewed in class.

Instructor(s)
Enter the name of the planned instructor or instructors, or "to be determined" if instructors are not yet identified.

Response:
Seung Hyuk Jang

Attendance & Make-up
Please confirm that you have read and understand the University of Florida Attendance policy.
A required statement statement related to class attendance, make-up exams and other work will be included in the syllabus and adhered to in the course. Courses may not have any policies which conflict with the University of Florida policy. The following statement may be used directly in the syllabus.

• Requirements for class attendance and make-up exams, assignments, and other work in this course are consistent with university policies that can be found at:
https://catalog.ufl.edu/ugrad/current/regulations/info/attendance.aspx

Response:
Yes

Accomodations
Please confirm that you have read and understand the University of Florida Accommodations policy.
A statement related to accommodations for students with disabilities will be included in the syllabus and adhered to in the course. The following statement may be used directly in the syllabus:

• Students with disabilities requesting accommodations should first register with the Disability Resource Center (352-392-8565, www.dso.ufl.edu/drc/) by providing appropriate documentation. Once registered, students will receive an accommodation letter which must be presented to the instructor when requesting accommodation. Students with disabilities should follow this procedure as early as possible in the semester.

Response:
Yes

UF Grading Policies for assigning Grade Points
Please confirm that you have read and understand the University of Florida Grading policies.
Information on current UF grading policies for assigning grade points is require to be included in the course

syllabus. The following link may be used directly in the syllabus:

• *https://catalog.ufl.edu/ugrad/current/regulations/info/grades.aspx*

Response:
Yes

Course Evaluation Policy

Course Evaluation Policy
Please confirm that you have read and understand the University of Florida Course Evaluation Policy.
A statement related to course evaluations will be included in the syllabus. The following statement may be used directly in the syllabus:

• *Students are expected to provide professional and respectful feedback on the quality of instruction in this course by completing course evaluations online via GatorEvals. Guidance on how to give feedback in a professional and respectful manner is available at https://gatorevals.aa.ufl.edu/public-results/. Students will be notified when the evaluation period opens, and can complete evaluations through the email they receive from GatorEvals, in their Canvas course menu under GatorEvals, or via https://ufl.bluera.com/ufl/. Summaries of course evaluation results are available to students at https://gatorevals.aa.ufl.edu/public-results/.*

* *

Response:
Yes

DIG3XXX 3D Modeling and Texturing

Instructor
Seunghyuk Jang

Phone
(352) 294-2000

Email
Canvas Mail

Office Location
CSE 424

Office Hours
Thursday 10 – 11 AM

Course Number
DIG3XXX

Semester/Year
Spring 2020

Course Credits
3 credits

Course Location
NRG xxx (ORC)

Course Meeting Times
MON Period 8/9
WED Periods 9

Course Description
This course covers industry-standard polygon and curve-based modeling tools for creating efficient 3D models and stylistic textures. Additionally, students will master key concepts and become fluent in terminology essential to 3D modeling.

Pre-Requisite Knowledge and Skills
DAR major and DIG 3305C with minimum grade of C

Objectives:

- Implement modeling principles and advanced techniques for creating an optimized 3D model
- Compare 2D and 3D thinking within the modeling pipeline
- Develop a topological project based on core modeling concepts
- Use various sculpting tools in Mudbox/Maya
- Create all essential maps for a studio environment
- Sculpt textures for a multi-material low-poly objects/character

Required Materials

- Windows 10/Mac (Mojave or above) with 8 GB or higher Memory
- Non- Integrated GPU
- Drawing Tablet (Small, **Medium**-Recommended or Large)
- Autodesk Maya 2019
- Substance Painter
- Autodesk Mudbox 2019
- Adobe Photoshop CC

Recommended Materials

- 16GB RAM
- Nvidia Geforce GTX 600 or above, Radeon HD 7000 or above graphic card
- Wacom Intuos series tablet

Course Schedule

This schedule is only a guide and is subject to change. Unless otherwise indicated, assignments and readings are due the day they are listed on the syllabus, not the following day.

Week	Subject	Assignment/Quizzes	Assignments Due
Week 1	Overview of course and objectives Discuss/Review basic Maya tools Research and Plan In-Class Activity - 15 mins modeling	Assignment #1- Hard Surface Modeling : Gather References	
Week 2	Review reference Low Poly vs High Poly Demo: Blocking Out	Assignment #2 : Block out of the first model	Assignment #1- Hard Surface Modeling : Gather References
Week 3	Holiday (Monday) Critique Assignment #2 **Re-topology**	Assignment #3 : Complete and polish the first model	Assignment #2 : Block out of the first model
Week 4	Critique Assignment #3 Demo: Detailing (Mesh vs Texture) **Unwrapping UV (2D vs 3D)** Texturing in Maya	Assignment #4 : Unwrapping UV	Assignment #3 : Complete and polish the first model
Week 5	Critique Assignment #4 Progress Use of Materials Create custom materials	Assignment #5 : Texture Painting	Assignment #4 : Unwrapping UV
Week 6	Critique Assignment #5 Demo: Hand Texture Painting Technique		Assignment #5 : Texture Painting
Week 7	Arnold Rendering in Maya PPT: Color Space PPT: Linear Workflow	Assignment #6 : Rendering	
Week 8	Showcase Assignment #6 Interior Design in Maya In-Class QUIZ Demo: Environment Modeling Part 1	Assignment #7 : Environment Modeling Part 1	Assignment #6 : Rendering
Week 9	Spring Break (Working Week)		
Week 10	Critique Assignment #7 Custom Lighting Techniques Implementing Realism	Assignment #8 : Environment Modeling Part 2	Assignment #7 : Environment Modeling Part 1
Week 11	Critique Assignment #8 Preview: Final Project	Assignment #9 : Final Project Proposal	Assignment #8 : Environment Modeling Part 2

Week	Subject	Assignment/Quizzes	Assignments Due
Week 12	Organic Modeling in Maya (Stylized Character) In-Class QUIZ Demo: Organic Modeling Part 1	Assignment #10 : Organic Modeling Part 1	Assignment #9 : Final Project Proposal
Week 13	Critique Assignment #6 Demo: Organic Modeling Part 2	Assignment #11 : Organic Modeling Part 2	Assignment #10 : Organic Modeling Part 1
Week 14	Critique Assignment #7 Demo: Organic Modeling Part 3 Character Rigging in Maya	Assignment #12 : Organic Modeling Part 3	Assignment #11 : Organic Modeling Part 2
Week 15	Critique Assignment #8 Fur/Hair in Maya (Xgen)		Assignment #12 : Organic Modeling Part 3
Week 16	Final Project Due	Final Presentation	

Evaluation of Grades

Assignment	Total Points	% of Grade
Participation – Students are expected to actively participate in class discussions, both in class as well as in class online forums outside class meetings. See below course policies for additional information.	100	10%
Weekly Assignments – Weekly assignments are due the first session of each week unless otherwise noted. The work must be uploaded to CANVAS prior to the beginning of class, otherwise the work will be considered late.	450	45%
Quiz - In-class Quiz will be provided on week 12	50	5%
Final Project – A cumulative project that synthesizes all of the modeling skills students have acquired throughout the semester. Assignment requirements and details will be reviewed in class.	400	40%

Grading Scale

Letter Grade	% Equivalency	GPA Equivalency
A	94 – 100%	4.0
A-	90 – 93%	3.67
B+	87 – 89%	3.33
B	84 – 86%	3.00
B-	80 – 83%	2.67
C+	77 – 79%	2.33
C	74 – 76%	2.00
C-	70 – 73%	1.67
D+	67 – 69%	1.33
D	64 – 66%	1.00
D-	60 – 63%	.67

Letter Grade	% Equivalency	GPA Equivalency
E, I, NG, S-U, WF	0 – 59%	0.00

More information on grades and grading policies is here:
https://catalog.ufl.edu/UGRD/academic-regulations/grades-grading-policies/

Materials and Supply Fees
Material and supply and equipment use fee information is available from the academic departments or from the schedule of courses (Florida Statutes 1009.24). The total course fee for this class is $0.00.

The total course fee for each course is listed on the UF Schedule of Courses. (https://registrar.ufl.edu/soc/).

Course Polices

Attendance Policy, Class Expectations, and Make-Up Policy
Students are responsible for satisfying all academic objectives as defined by the instructor. Absences count from the first class meeting.

In general, acceptable reasons for absence from or failure to participate in class include illness, serious family emergencies, special curricular requirements (e.g., judging trips, field trips, professional conferences), military obligation, severe weather conditions, religious holidays, and participation in official university activities such as music performances, athletic competition or debate. Absences from class for court-imposed legal obligations (e.g., jury duty or subpoena) must be excused. Other reasons also may be approved.

Students shall be permitted a reasonable amount of time to make up the material or activities covered in their absence. All assignments are due by the stated date and time. Late assignments as a result of an unexcused absence may be submitted up to one week after the scheduled due date, incurring a 10% grade penalty.

Attendance is taken at the beginning of each class period. Students have a total of **three unexcused absences**. Any unexcused absences in excess of three will lower a students' overall grade by a letter. After **six unexcused absences**, students are considered officially failing the course and may be encouraged to withdraw from the class. Exempt from this policy are only those absences involving university-sponsored events, such as athletics and band, and religious holidays, family emergencies, and health issues for which you must provide appropriate documentation in advance of the absence.

Additionally, tardiness will not be tolerated. If you are tardy for three class periods, you will receive an unexcused absence.

Requirements for class attendance and make-up exams, assignments, and other work in this course are consistent with university policies that can be found at: https://catalog.ufl.edu/UGRD/academic-regulations/attendance-policies/

Course Participation
To earn full participation credit, students must regularly contribute to the course. Course contributions will be noted by the teaching faculty or instructor and calculated on a "pass / fail" scale.

Participation is evaluated using three criteria:

1.) Relevance to the day's topic/the discussion at hand

2.) Demonstrates outside preparation (you show you've read/watched/played the assigned media)

3.) Moves beyond summary (you provide examples of application instead of simply repeating what we've already read)

If a contribution meets all of these requirements, the contributing student will be assigned a "P" for that day's lecture. Anything that falls outside of these criteria will not count towards participation for that day's class. Students must participate at least once per class to be eligible to earn a "P." At the conclusion of the course, all "passes" will be calculated together to determine the percentage of the total 10% that a student will earn for participation.

Course Technology
The students will be required to have access to and use a personal computer with the access to the Internet. Word editing software will be required for written assignments.

The University of Florida and Digital Worlds requires that students have access to and on-going use of a laptop/mobile computer for DIG courses in order to be able to function in the current learning environment. Digital Worlds requires each student's laptop computer to meet certain minimum specs for heavy graphics use, the requirements documented below must be met.

DW Computer Requirements: http://digitalworlds.ufl.edu/programs/ba-in-digital-arts-sciences/new-student-buyers-guide/

Course Communications
Students can communicate directly with the instructor regarding the course material through the course management system (CANVAS) using "Canvas Mail" or UF email.

Course Technology Support

The Technology Support Center provides computer support for Digital Worlds students who access Zoom, lecture recordings, student equipment, facilities and other technology-based resources. http://digitalworlds.ufl.edu/support

For computer assistance related to Zoom, lecture recordings, student equipment, and facilities request please Submit a Help Ticket or email support@digitalworlds.ufl.edu.

For support related to account services, technical consulting, mobile device services, software services, administrative support, application support center, and learning support services, please contact the UF Computing Help Desk available 24 hours a day, 7 days a week at 352-392-4357 or helpdesk@ufl.edu.

UF Policies

University Honesty Policy
UF students are bound by The Honor Pledge which states, "We, the members of the University of Florida community, pledge to hold ourselves and our peers to the highest standards of honor and integrity by abiding by the Honor Code. On all work submitted for credit by students at the University of Florida, the following pledge is either required or implied: "On my honor, I have neither given nor received unauthorized aid in doing this assignment." The Honor Code (https://www.dso.ufl.edu/sccr/process/student-conduct-honor-code/) specifies a number of behaviors that are in violation of this code and the possible sanctions. Furthermore, you are obligated to report any condition that facilitates academic misconduct to appropriate personnel. If you have any questions or concerns, please consult with the instructor or TAs in this class.

Class Demeanor
Students are expected to arrive to class on time and behave in a manner that is respectful to the instructor and to fellow students. Please avoid the use of cell phones and restrict eating to outside of the classroom. Opinions held by other students should be respected in discussion, and conversations that do not contribute to the discussion should be held at minimum, if at all.

Students Requiring Accommodations
Students with disabilities requesting accommodations should first register with the Disability Resource Center (352-392-8565, https://www.dso.ufl.edu/drc) by providing appropriate documentation. Once registered, students will receive an accommodation letter which must be presented to the instructor when requesting accommodation. Students with disabilities should follow this procedure as early as possible in the semester.

Netiquette Communication Courtesy
All members of the class are expected to follow rules of common courtesy in all email messages, threaded discussions and chats, more information can be found at: http://teach.ufl.edu/wp-content/uploads/2012/08/NetiquetteGuideforOnlineCourses.pdf

Software Use
All faculty, staff, and students of the University are required and expected to obey the laws and legal agreements governing software use. Failure to do so can lead to monetary damages and/or criminal penalties for the individual violator. Because such violations are also against University policies and rules, disciplinary action will be taken as appropriate. We, the members of the University of Florida community, pledge to uphold ourselves and our peers to the highest standards of honesty and integrity.

Student Privacy
There are federal laws protecting your privacy with regards to grades earned in courses and on individual assignments. For more information, please see:
http://registrar.ufl.edu/catalog0910/policies/regulationferpa.html

Course Evaluation
Students are expected to provide feedback on the quality of instruction in this course by completing online evaluations at https://evaluations.ufl.edu/evals. Evaluations are typically open during the last two or three weeks of the semester, but students will be given specific times when they are open. Summary results of these assessments are available to students at https://evaluations.ufl.edu/results/.

Campus Resources

U Matter, We Care:
If you or a friend is in distress, please contact umatter@ufl.edu or 352 392-1575 so that a team member can reach out to the student.

Counseling and Wellness Center: http://www.counseling.ufl.edu/cwc, and 392-1575; and the University Police Department: 392-1111 or 9-1-1 for emergencies.

Sexual Assault Recovery Services (SARS)
Student Health Care Center, 392-1161.

University Police Department at 392-1111 (or 9-1-1 for emergencies), or http://www.police.ufl.edu/.

E-learning Technical Support
352-392-4357 (select option 2) or e-mail to Learning- learning-support@ufl.edu

Career Connections Center
Reitz Union, 392-1601. Career assistance and counseling. https://career.ufl.edu

Library Support
Various ways to receive assistance with respect to using the libraries or finding resources.
http://cms.uflib.ufl.edu/ask

Teaching Center
Broward Hall, 392-2010 or 392-6420. General study skills and tutoring. http://teachingcenter.ufl.edu/

Writing Studio
2215 Turlington Hall, 846-1138. Help brainstorming, formatting, and writing papers.
http://writing.ufl.edu/writing-studio/

Student Complaints Campus
http://regulations.ufl.edu/wp-content/uploads/2012/09/1.0063.pdf

Online Students Complaints
http://www.distance.ufl.edu/student-complaint-process

Disclaimer: This syllabus represents the instructor's current plans and objectives. As we go through the semester, those plans may need to change to enhance the class learning opportunity. Such changes, communicated clearly, are not unusual and should be expected.