

CSE456 Story for Animation Syllabus A Term, Summer 2022

Instructor: Barbara Mones
Staff: Terrell Strong, Oliver Abate
TAs: Graham Godfrey, Jessie Huynh, Meagan Skolnick, Hannah Stern, Kassidy Ting.

Scheduled Class Times:

Monday and Wednesday
10:00-11:15, Lecture
11:30-1 Lab/Demos

2 minutes 30 shots
1 Set Builder
Thumbnails and Storyboards
Editor
Layout - everyone
Motion - everyone
Lighting - everyone
Sound Effects

Zoom Link:

Course Website: <https://courses.cs.washington.edu/courses/cse456/22su/>

Canvas Webpage: <https://canvas.uw.edu/courses/1556324>

Introduction

Welcome to CSE456 Story for Animation!

In this class, you will be expected to design and create your own animated short story and visualize it using the principles of animation and story construction you learn in this class. The class meets Mondays and Wednesdays from 10:00 am to 1 pm. During class, we will present technical demos, story and production lectures, discussion of your assignments and student feedback for you. You will have several staff members that will be available remotely to assist you during office hours. We will use breakout rooms for some small group improvisation and also interactive story sessions.

Grading

You will be creating an animated short with a structured and entertaining story of your design. You will be assigned several projects that will help you learn about story construction and also many of the principles of animation. Each assignment will build upon the previous one. Each of your assignments will be graded and you will submit the work for your assignments to Canvas when they are due.

For each week you will receive grades for your animation (production related) work and your story construction (story and world design). All grades will count as a specific percentage of your final grade. Participation (active attendance) counts for 10% of your final grade.

Here's the rundown:
Assignment 1

5%
Assignment 2
10%
Assignment 3
10%
Assignment 4
10%
Assignment 5
15%
Assignment 6
20%
Assignment 7
20% - FINAL

Your final grade will be determined as follows:

Participation (10%)
Assignments 1-7 (90%)

Note: You will need to ask permission to submit late work and will lose points for submitting late work if it is granted.

Course Calendar

_____ **Week One: Wednesday June 22** _____

Assignment 1A and 1B - Assigned 6/22. Due 6/24 at 10 am to Canvas.

*****Watch “You are a Storyteller” with Brian McDonald (posted on canvas) - 2 parts - What is a story and how to create one? What is an armature and how to select and prove yours. This is critical. Share your story with others to get feedback and help you refine it.**

1A Short Story Analysis

Analyze 5 animated shorts stories from the provided list. List the Title, Armature, and 7 Steps for each short you selected. Submit to the Canvas Assignment Page.

I will provide you with more options than the ones on canvas. Watch for gags or other entertaining animation that may be fun but may not be a story.

1B Three Short Stories

Write three stories and submit them to your Canvas Assignment Page. See below for details.

1. 7 logical steps
2. Choose an armature and prove it.

Things to consider:

Is this best told as an animated story? Have you utilized the opportunities inherent in the medium?

Have you simplified your story?

Have you proven your armature?

Are your story steps logical? Is anything out of order? Is anything missing? Anything redundant? Is the story meaningful? Would you enjoy sharing this story with others?

Story Limitations — these are hard limitations so please take them seriously

1. 2 characters max (Make sure that we can differentiate one character from the other)
2. 1 set max - decide and when and where your story takes place. Why does it take place then and why where you placed it?
3. No longer than 2 minutes completed. Try telling the story and see if you can comfortably tell it in 2 minutes
4. No Dialog. You will depend on the actions and behavior of your characters
5. You must prove your armature
6. You must address the feedback you receive from the instructor and our consultants.

Lab: Introduction to Maya 2020

Assignment 2A and 2B – Assigned 6/27. Due 7/6 at 9 am on Canvas.

Review stories - 5 assign to groups.. Monday.. Assign Groups - 5 groups of 5 students.

2A Bouncing Ball in Place

Animate 3D “bouncing ball in place” in Maya. Submit file and playblast to Canvas Assignment Page.

2B

Animate **2 Bouncing Balls of different weights with forward momentum in Maya.** Submit planning sheet, Maya file, and playblast to Canvas Assignment Page.

Week Two: Monday June 27/Wednesday June 29

Assignment 3 – Assigned 6/27. Due 7/6 at 10am to Canvas.

3 Pitch #1

Submit the revised version of the bouncing ball story to the Canvas Assignment page. Be sure to apply feedback you received from the Instructor, consultants and course staff before submitting. You will be providing a Story Packet that includes your Title, Armature, 7 Steps, Beatsheet, and reference for characters, set, and look and feel. You are defining your story world. You will pitch your story in class. The pitch will be limited to less than one minute so practice to ensure that you are not too short or too long and that your story length fits your story content.

Week Three: Wednesday July 6

Assignment 4 – Assigned 7/6. Due 7/11 at 10am to Canvas.

4 Animated Bouncing Ball Obstacle Course with Personality

Design the Ball so that we can see the character think and show a specific personality. The Ball will jump through an obstacle course. Submit planning sheets and documents, maya file, and final playblast to your Canvas Assignment Page.

_____ **Week Four: Monday July 11 and Wednesday July 13** _____

Assignment 5 – Assigned 7/11. Due 7/13 at 10 am to Canvas.

5 Story Pitch #2

Submit your revised story packet. Include all story and production feedback and how you chose to address the feedback. Provide the first version (blocked in) of your animated story to the Canvas Assignment Page.

_____ **Week Five: Monday July 18 and Thursday July 20** _____

Assignment 6 - Assigned 7/13. Due 7/18 at 10 am to Canvas.

6: Story Pitch #3

Submit your revised story packet. Include all feedback you received from Instructor, Consultants, and staff and how you chose to address it. One version of your final project will have sound and one version will only have narration. Submit both videos to the Canvas Assignment Page.

7. Assignment 7 – Assigned to Class

Final Presentation - Wednesday July 20 at 10 am in class!

FINAL TURN IN - in Canvas, Assignment 7

FINAL TURN IN at 1 PM July 21, 2022

Submit your final Story Packet and 2 Playblasts to the Canvas Assignment Page.