CSE 456 Course Calendar

A Term - Story Development for Animated Films

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*Week One - June 18, 2018*

*General information*

Course website:

<https://courses.cs.washington.edu/courses/cse456/18su/>

Meeting rooms:

Lecture 305 Allen

Lab 327 Sieg

CSE456 Email Aliases:

cse456@cs.washington.edu

Cse456-staff@cs.washington.edu

Computer Accounts set up and building access cards to get into the labs

Rules for lab use

Cse456 - requires attendance in Lecture and Lab.

Also requires outside time for group meetings and work with TA’s.

Introductions:  Instructors and course staff

Introduction to the Capstone Program

Grading and Grading Policies:

5% Lab Assignment per week so 20%

5% Lecture Assignment per week so 20%

20% participation  (5% per week, based on attendance and participation and critique analysis each week for 4 weeks)

Final Assignment 40%

Late work will be accepted the same day work is due with lowered grade change by .5 for each hour it’s late.

No other late work accepted.

Check Lists and Turn In Instructions

Lab Work and Expectations

TA Office/Lab Hours

You’ll need to fill out a Critique Analysis for all lecture and lab assignments and one for the final assignment. These can be a few sentences for each question. Keep it brief and concise.

Lab assignment critique analysis - check your written lab assignment for due dates.  Lecture Assignments critique analysis will be due by noon on Sunday before class the next day.

Individual, Collaborative and Group work - we will assign you a role for most assignments and you will often be working in a group.

Golden Rules and expected behavior for collaborating with staff and colleagues can be found on our course website.

*Initial Story Group Assignments*

Roles: Artist/Editor/Audio/Tech Artist/Animator (for posing)/Unity Troubleshooting

**Group 1**

Dana Spillinger

Adrianna Pyskiewicz

Printi Patel

Jeffrey Luchow

Bobby Deng

**Group 2**

Andalusia Curtis

Alysia Barton-Brown

Yuying Hung

Garrett Jones

**Group 3**

Claire Kim

Ashtyn Grant

Lindsey Muskiewicz

Sharanya Sudhakar

**Group 4**

Will Switzer

Natasha Wolkind

Leah Dao

*Lecture*

 10am- 12 pm

Lecture Topics:

Introduction to Story Construction

Production and Analysis

Seven Steps

Story Armatures

3 Act structures

Golden Mean

Rule of Thirds

**Lecture Assignment 1**

**Part A**

Individual Work. Create three seven step stories/scenarios that fit selected armatures.

**Part B**

Individual Work. Provide 7 steps for 2 animated short provided to you

**Part C**

Group Work. You will be creating seven steps and an armature for specific scenarios.

Your work will be designed to be experienced in VR.

Due Sunday June 24 at Noon

*Lab*

12:20-2pm

**Lab assignment 1**

Introduction to Maya. Basic interface and character posing

Learn our character’s (Roy’s) animation controls and create poses for review in class next week. Check handout or course web for due date

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*Week Two - June 25, 2018*

*Lecture*:

10am-12pm

**Feedback and Review of Lecture Assignment 1 Stories**

Due Sunday June 24 at Noon and Lab Assignment 1 Poses.

Character Poses and Written Seven Steps

Lecture Topics:

Stories/Armatures Part 2, Scenarios

Thumbnails

Animated Shorts

Visual Storytelling

Physical Comedy

Personal Hell exercise,

Introduction to VR production (Video Production Video)

**Lecture  Assignment 2**

Update 7 Steps, Armature, Develop and Prepare Story Pitch, VR Video,  Beatsheets and Thumbnails ( Due July 1 at noon).

*Lab*

 12:20-2 pm

**Review Poses from Lab 1**

VR Layout and planning sheets

Introduction to Oculus Rift and VR Storytelling Video.  Layout for VR. Work in groups

**Lab Assignment 2**

See lab assignment sheet or course web for due date

Work on your assigned story

Create VR Layout Video based on story created and selected during lecture workflow in Week 1

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*Week Three - July 2, 2018*

*Lecture*:

10am-12pm

**Review Lecture Assignment 2**

Story Development and Story Pitching, 7 Steps, Armature, beatsheet, thumbnails

**Review Lab Assignment 2**

VR Video from each group

Lecture Topics:

Story Pitches

Acting Session Part One

Visual Storytelling

**Lecture Assignment 3 Due Sunday July 8 at noon**

Collect All Story and Acting Feedback and Address Class Feedback

*Lab*

12:20-2 pm

Introduction to Unity

Introduction to the Oculus Rift.

Exporting from Maya and Importing to Unity

Audio for VR

**Lab Assignment 3**

Export Maya Files and Import them into Unity.

Create Unity Project.

Work on posing.

Check due date and time on lab handout or course web

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*Week Four - July 9, 2018*

*Lecture*

 10am-12pm

**Review Assignment 3**

Story Updates based on Feedback

Lecture Topics:

Story Review

Story Pitching

Acting Session Part Two

**Lecture Assignment 4 (Due July 11 at midnight).**

Collect and Address All Story and Acting Feedback in Class

*Lab*

 12:20-2 pm

Editing and Camera Layout

VR Audio Tech Troubleshooting

Preparing final version of VR stories in Unity.

**Review Lab 3**

**Lab Assignment 4 (Due July 11 at midnight )**

“Stitched“ VR story.

Camera Layout,

Add Audio.

Complete VR story!

\*\* note on Extra Credit - Gazed Based interaction in VR Storytelling- Testing

*\*\*\*Week Four Final Work Due on July 11*

**All completed work on Lab Assignments through Lab Assignment 4 and Lecture Assignments through Lecture Assignment 4 to be turned in as one Final Assignment for a grade due in by midnight July 11!**