**Agenda CSE 456, Week 4**

**Monday July 9, 2018**

1. Each group will do one pitch.

Act out your story and BE your characters :-) Stay under 2 minutes.

Pass out your story packets based on your revisions for your story.

2. Screen your Group’s planning video and then your edited playblasted story video.

 Karen, Brian and I will provide story feedback along with your TA’s and fellow storytellers. Write down the feedback you receive and address it in your next iteration.

3. Brian will do a presentation on story structure specifically for animation

4. Lab is divided into three parts:

Part One - how to make sure that your play lasts are consistent sizes and formats so that they can be edited properly by the staff. Render/Playblast settings (Casey)

Part Two - how to collect the group members’ poses into one Maya file and how to edit. Maya best practices. Audio Reviews  ( Xavier)

Part Three- a brief review of the VR pipeline - how the staff will Take your Maya file and transfer it into Unity to be experience in VR. We will show you Xavier’s sample animated story in VR as a starting point.

**PLEASE BE SURE TO BE READY........**

Remember to set up your story (act one) adequately and properly.

How did you \*show \* your middle aged man is very lonely.

Set up the rest of your story by making sure the audience understands it’s internal logic.

Prove your armature.

Make sure that your Beatsheet is correct and then use it as a guide.

Show how your main character changes their mind - or chooses not to change their mind - without dialog or description

Find a way to show change and the optimal time to show it.

Apply the principles of physical comedy.  Enhance your story and the quality of your pitch.