**Lecture Assignment #4: Collecting and Addressing Feedback**

**DUE: Sunday, 7/15/18 at 12:00 PM**

You will be iterating your story with the following checklist in mind:

1. Is your story as clear, simple and and succinct as you can make it?
2. Is your armature statement a clear, complete sentence?
3. Does your story have 7 steps that follow in a logical order?
4. Have you skipped a step or added steps?
5. Do your seven steps prove your armature? Is the connection clear?
6. Is your story as visual as possible?
7. Is your story best told as an animated short?
8. Is your story an important one to tell?
9. Do you have have a maximum of three characters?
10. Do you have only one indoor set?
11. Is your story as active and engaging as you can make it?
12. Does the visual representation of your story support your 7 steps in a way that best dramatizes your story?

Practice your acting and pitching skills to improve the pacing of your story. Act it out for "fresh eyes" (those who haven't seen it) and collect their feedback and respond to it. It will be important to fix and clarify beats that are confusing.

Do your best to "become a slave to your story". Think about why this specific story is extremely important to tell. Consider your audience. Will people care about seeing your storyboards and experiencing your story? If not, how can you make your story more compelling and universally appealing?

Incorporate everything you've learned about story for animated films in all of the lecture and lab sessions to your final work.

For this assignment, you will produce the best possible story that would really knock everyone's socks off if it were to be be produced as a completed 3D animated short. You will be pitching your story in class. Remember for your story pitches to show your audience your excitement for the story. Fall in love with the story. Look at your audience and share your story and why it is an important story to tell. Use active language. Use props and illustrate wherever it will help. Write down ALL of your feedback. Feedback is a gift. Then address the feedback thoughtfully.

You will submit iterated versions of your **title, 7 steps and armature, beatsheet**, **audio references and voice over**. Remember to adhere to the story design limitations imposed on you in the previous assignments:

1. No more than three total characters, with at least one. No extras or crowds.
2. The story must take place in one indoor set.
3. Exaggerate in ways that make your story interesting for animation.

Visualize your story and work to tighten the steps and connect the armature, visualize the characters, setting and actions. Bring the characters to life by applying the acting techniques suggested to you in class.

Remember to iterate utilizing all of the story tools that we have introduced and reviewed with you in class — including your title, your seven steps, your beatsheet, your thumbnails, and your Personal Hell exercise. Consider how you can support the immersive nature of storytelling for animated film by carefully considering the look of your set and the behavior of each of your characters. Answer for yourself: why should your story be conveyed as an animated film?

Audio will be optional for your final turn in later on, so start thinking about how you can use audio and sound effects to enhance your story. List out any ideas you come up with, and even try them out by adding them in if you have the time.

Try your best to have your work reviewed before moving too far ahead.  Please provide visual support that includes character reference photos and/or drawings and reference for your set as it helps to bring us into your story world.

Communicate and coordinate your schedules with your story group and to work with your colleagues and your friends to get as much constructive feedback as you can. Your work will be your own. Incorporate your unique signature.

**Checklist of what is due:**

Be sure to include your name on all work!

* Compile the feedback notes you took in class for your last pitch (on 7/9) and include a statement about how you addressed each piece of feedback. The notes should also be separated into the following categories:
  + Story
  + Acting/Pitching
  + Visuals
* Iterated Story Title
* Iterated 7 Steps and Armature
* Include the following supplemental story information:
  + Description of the date, time, and location that the story takes place
  + The name of each character and also your three adjective description for each character.
* Completed Beat Sheet with a sequence and shot list
* Audio Reference and voice over
* Asset list
* Photo Reference for any aspect of the story (optional)
* Any Story Structure Practice work (optional)
* Updated thumbnails (optional)
  + *Be sure they are numbered properly, clearly drawn, and designed to be read from the upper left of the page to the lower right.*
* Any storyboards in color (optional)

All work for this project should be emailed to the staffs by Sunday July 15th, at noon. We can't be responsible for any technical troubleshooting after you've submitted your final work.

**NOTE: You must have some of the assignment completed for the following Monday's lab to receive feedback and credit.**

Good luck and enjoy the process!