

CSE456 Story for Animation Syllabus

B Term, Summer 2020

Instructor: Barbara Mones

Staff: Xavier James, Cody Wilcoxon

TAs: Danette Kha, Alison Roberts

Class: Tuesday and Thursdays 11:30am-1:50pm

Course Website: <https://courses.cs.washington.edu/courses/cse456/20su/>

Canvas Webpage: <https://canvas.uw.edu/courses/1381116>

Introduction

Welcome to CSE456 Story for Animation!

In this class, you will be expected to design and create your own animated short and visualize it using the principles of animation and the story construction information you will learn in this class. The class meets Tuesdays and Thursdays from 11:30 am to 1:50 pm. During class, we will present technical demos, story and production lectures, and include discussion of your assignments and feedback for you. You will have several staff members that will be available remotely to assist you during office hours. We will do some interactive sessions and will use breakout rooms for some small group improvisation and interactive story sessions.

Grading

You will be creating an animated short with a structured and entertaining story of your design. You will be provided with several projects that will help you learn about story construction and several principles of animation. Each assignment will build upon the previous one. Each of your assignments will be graded and you will submit 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 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**

Final Grade: Participation (10%) and 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: Thursday July 23

Assignment 1A and 1B - Assigned 7/23. Due 7/27 at 1 pm to [Canvas](#).

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.](#)

1B Three Short Stories

Write three stories and submit them to your [Canvas Assignment Page.](#)

Week Two: Tuesday July 28 and Thursday July 30

Assignment 2A and 2B – Assigned 7/28. Due 8/3 at 1 pm to [Canvas](#).

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.](#)

Assignment 3 – Assigned 7/30. Due 8/13 at 10:00am 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: Tuesday August 4 and Thursday August 6

Assignment 4 – Assigned 8/4. Due 8/10 at 1 pm to [Canvas](#).

4 Animate 3D Bouncing Ball

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](#).

Assignment 5 – Assigned 8/6. Due 8/13 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 Four: Tuesday August 11 and Thursday August 13

Assignment 6 - Assigned 8/13. Due 8/20 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](#).

Week Five: Tuesday August 18 and Thursday August 20

Assignment 7 – Assigned 8/20. Due 8/21 at 1pm to [Canvas](#).

Final Presentation - August 20 in class !!!!

7: FINAL TURN IN

FINAL TURN IN at 1 PM – Submit your final Story Packet and video to the [Canvas Assignment Page](#).