

SYLLABUS CSE 460 ANIMATION CAPSTONE – WINTER 2023

Course Description

Apply the knowledge gained in previous animation courses to produce an animated short film. Topics include story development, cinematography, creature and hard surface modeling, animatics, principles of animation, and real time and offline rendering techniques.

Winter 2023 Specifics

There will be **four weeks of tutorials (3 tutorials total)** for you all to learn the specifics of Unity and our pipeline that will continue to incorporate both Maya *and* Unity. We are going to create several stories this quarter so each of you in your groups will be **doing pre-production and some production for *two* stories that you develop.**

Class meets together Mon–Thurs. Fridays are for motion projects and special events.

Fresh Eyes will be on a Friday. Most likely Friday of finals week.

Meeting Schedule

TA/ Staff Meeting:	Mondays and Fridays at 10:30
Staff Meetings:	Mondays and Wednesdays at 12:30
Staff/Leads/Groups:	TBD - Please Set this up today!
TA/Staff/Consultant:	Tues 10:30–11:30 AM

*Note: Before class on Tuesdays, there will be a weekly **TA/staff/consultant meeting** that students will be invited to attend. We will review progress on the Young version of Corruption we will be developing with folks who want to join. We will also call you in if we need you. Our goal is to have a fully functional Block Model by Week 5. We plan to turn over a fully rigged grey model to the class by Week 9 so that you can replace your block model with a grey model that is tested and ready to roll.*

Emails: We will add email aliases for the three groups and send the info to you.

- Support: support [at] cs~
- Entire Class: cse460 [at] cs~
- Full CSE Staff: cse460-staff [at] cs~
- Group 1: cse460-group1 [at] cs~
- Group 2: cse460-group2 [at] cs~
- Group 3: cse460-group3 [at] cs~

Animation Capstone Production Golden Rules

1. **Reach out** to your staff and Instructor while working remotely — it's critical. In industry it is quite common for animators and animation production teams to work remotely. Most recently, entire teams are working from home because of the continued pandemic. We are all working out the proper and

most efficient protocol as working styles and accessibility to equipment evolve. This is the time to be particularly mindful to make every effort to communicate any concerns and be compassionate and respectful of your team members. If there are any suggestions for improvement or there's a level of discomfort that impedes your progress, share this with your Instructor via email and/or request a zoom meeting. You may share a concern with any of the staff members. The staff will bring the concern to the Instructor for discussion. Staff do not make policy but can bring a concern to the Instructor's attention.

2. **Stay Positive.** Collaborative, interdisciplinary work is fraught with potential misunderstanding and confusion even under the best of circumstances. In industry it is critical to do your best to be a positive influence on the team and support the Director. It's important to communicate well, make constructive suggestions and to avoid dwelling on the negative. Turn it around and be respectful and helpful. Work well with your colleagues and Director so that the process moves as smoothly as possible for everyone.
3. **Do something.** If you have work assigned to you and that work is scheduled for a review, do something and make sure to submit it for review. You are much better off turning in work that is incomplete for the group/Director to review than to submit nothing at all. If you turn in nothing the production group cannot progress. If you learn to present your work so that you get constructive feedback, we all can move forward.
4. **Follow the direction** and accept feedback from the Director, even when it doesn't seem like the right feedback to you. If you are asked to do something and you feel that you could do it in a different and better way, do the work that you were asked to do first, and do it the way you were asked to do it and then do the work the way you feel it should be done. When both are complete show the Director who will be able to see your work and decide which solution fits best. The Director will make the ultimate decision but showing your idea is much better than ignoring the Director's request and decision. If you can show a better solution and the Director agrees, then you will have helped the project move forward. If you don't do what you were asked to do by the Director, you will hold the whole team back.
5. **The Director alone approves elements of the pipeline** before they move forward. This is called "green lighting" the production work and is done in industry before each element can move to the next stage of the pipeline. No one else can green light production work because the process then becomes chaotic and unstable. This is consistent with industry and a very important aspect of any complex production. So, be careful not to move forward without the green light of the Director and if you think your work is ready to be greenlit, communicate with the staff and Director to receive clear feedback.

Grading

55% Production Projects

- *Unity Tutorials - 10%*
- *Motion Pre-Production Assignments - 10%*
- *Adult Corruption Project - 15%*
- *Young Corruption Project - 20%*

10% Critiques/Attendance

15% Professionalism (Participation and Collaboration)

- *Ability to work in your group as both a leader in your area of expertise and productive team member to your group as a whole. - 2%*
- *Ability to receive and apply feedback from the Director and maintain a positive attitude towards the project. - 2%*

- *Ability to respond to communication from the Director promptly and respectfully. - 1%*
- *Where direction seems inconsistent or unclear, to have the ability to bring the discrepancy to the Director for discussion in office hours if needed. - 1%*
- *Ability to maintain a positive attitude toward the project. - 1%*
- *Ability to follow through on work that has been assigned. - 1%*
- *Ability to make constructive suggestions by doing the work assigned and providing alternate technical and aesthetic solutions when needed. - 1%*
- *Ability to communicate positively and constructively and to resolve concerns quickly and effectively. - 1%*
- *Ability to work collaboratively with other students and appropriate team members. - 1%*
- *Ability to provide appropriate and creative contributions to all aspects of the production. - 1%*
- *Ability to provide constructive and proactive approaches to problem solving during dailies in support of the goals in the agenda. - 1%*
- *Ability to work collaboratively to reach a common goal and vision including the ability to be flexible and fill in for a fellow student who needs help. - 1%*
- *Ability to find someone to fill in if an emergency keeps you from finishing your work on time. - 1%*

20% Production (Quality of Individual Work)

- *Ability to meet deadlines. - 3%*
- *Ability to manage and organize your time. - 2%*
- *Ability to complete assigned work. - 3%*
- *Ability to apply your skills to produce quality work. - 2%*
- *Ability to offer to take on production tasks and to complete them. - 2%*
- *Ability and willingness to take on extra work and do the job, especially contributions made near the end of a production. - 2%*
- *Ability to effectively and efficiently lead the areas you've been assigned. - 2%*
- *To provide weekly reports covering your leadership in your group and your support of other group members or the group as a whole. - 2%*
- *To fill out and submit all self-critiques covering your assessment of how you have functioned in the class as well as all requested critique analysis worksheets that assess how you feel about the work you produced individually and as part of a group. - 2%*

Production

In addition to the production roles last quarter, each group will also have a **Student Producer position**.

Student Producers will submit a weekly report to the staff every Friday that outlines their group's progress and upcoming plans. The Student Producers will collect and compile reports from each area of the production pipeline and send the compilation to the Staff Alias. Student Producers will also review and update group Production Calendars. They will share Production Calendars with the class on a weekly basis during dailies. You may further review the Production Roles here: [Animation Capstone Student Role Descriptions](#)