**CSE456 Story for Animation** A Term, Summer 2019

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Staff: Xavier James

TA’s: Andrew Rudasics, Rebecca Hayes, Alice Chen, Emily Andersen, Ellie Derocher

Introduction

Welcome to CSE456 Story for Animation! You will be expected to create your own story and visualize it using principles of animation and story construction. The class meets twice a week on Tuesdays and Thursdays from 1 pm to 2:50. Each class period will be used for technical demos, story and production lectures, feedback and review. You will be working in a small group. Each group will be assigned individual roles and also an experienced TA to help direct your work together. In addition you will have several staff members that will be in the lab to assist along with your instructor.

You will have the opportunity to learn Unity, a real-time game engine that we use in the animation capstone for pre-production and experimentation. You’ll be doing your story production work using Unity and will be presenting your completed work with it too. There are many tutorials that have been designed to help you learn the potential of the software. In addition you will be expected to draw ( by hand) simple storyboards and “thumbnails” and to design poses and sets for the story you decide to develop in your group.

We will provide for you the initial characters, sets and props for you to start to create your story world. You will be expected to learn to texture, light, edit and act your story through designed character poses. You will be limited to only one set and it is recommended that you limit the number of characters in your story to two ( if you need three you will need permission). We have six characters for you to choose from. Four are (human) adults and two are children. In general the simpler the number of characters and sets, the clearer your story will be. As you are evolving your story structure we will bring in several visitors to the class that include improv actors, story experts and theater directors. They will all hep you on your way. Below are the assignments you will be pursuing. Generally there will be a Unity Tutorial and a story assignment for each class so it is critical that you attend all of our class times so that you don’t fall behind. We do take attendance and expect participation in the class curriculum. Today you will meet Matt Smith a master actor and Improv Artist who will introduce you to story exercises.

**Grading**

Each assignment will be graded. You will submit your assignments to Canvas. You will submit your Unity projects via GITHUB. There will be six story assignments and six technical tutorials however all of the projects expected outside of class build on one another and culminate in your final story project.

**For each week you will receive a Production and Story Construction grade that averages into your final grade. Participation and attendance count for 15% of your grade.**

**Here’s the rundown:**

**Assignment 1 and Unity Tutorial 5 %**

**Assignment 2 and Unity Tutorial 5%**

**Assignment 3 and Unity Tutorial. 5%**

**Assignment 4 and Unity Tutorial. 10%**

**Assignment 5 and Unity Tutorial. 10%**

**Assignment 6 and Unity Tutorial. 15%**

**Assignment 7 and Unity Tutorial 35% - FINAL**

**Final Grade: Participation (15%) and Assignment and Tutorials 1-7 (85%)**

**Note: Late work will be dinged significantly because your group is counting on you.**

**Course Calendar**

**Assignment 1,** Assigned 6/25, Due 6/27 at 1 pm to Canvas. 3 short stories – Everyone writes three completed stories individually and submits them to canvas in the class turn in folder.

**Tutorial 1** Assigned 6/25 Due 6/27 Unity Intro/Setup, Git demo, Set Building  Submit screenshots to prove you’ve mastered the tutorial.

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**Assignment 2**, Assigned **6/27** Due **7/2** analyze several animated shorts and write armature and 7 steps. Meet in Story Groups with TA’s.

**Tutorial 2** Assigned **6/27** More Set Building, Textures, Lighting

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**Assignment 3** Assigned **7/2** due **7/9** submit to canvas in the class turn in folder. Given a selection of multiple story armatures, select one, write a story ( beginning middle and end) with three acts and 7 logical steps. Prepare Group Story Pitches

**Tutorial 3** Assigned **7/2** Meet with Groups to setup Git project outside of class

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**Assignment 4** **Assigned 7/9** **Due 7/11** Present Group Story Pitches, Revise Story Structure, Create Storyboard and Thumbnail sheets, Add poses

**Tutorial 4** **Assigned 7/9.** Introduction to Cinemachine

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**Assignment 5** **Assigned 7/11** Due **7/16** First Review of group stories in Unity. Feedback provided.

**Tutorial 5 Assigned 7/11** Introduction to Motion - Unity Timeline with selected character models.

**Assignment 6** Assigned **7/16** Due **7/23** Feedback for all five groups re pitches, story structure, audio, acting, etc. Discussion- “Design for interactivity in your story.” Use Introduction to twine to test story alternatives and options.

**Tutorial 6** Assigned **7/16**

Introduction toTwine and Interaction Design, Unity Audio Demo.

**Assignment 7 – Assigned 7/16 Due July 23 - the FINAL!**

Tech Troubleshooting for final presentation

**Tutorial**

Technical Troubleshooting for final presentation

**Final Presentation** - July 23 in class !!!!

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 Groups and Roles

Each group will consist of the following roles:

1. ONE **World Builder** – this person will be tasked with building the story set, placing the props, adding lights and configuring textures and materials.
2. ONE **Editor** – this person will be in charge of managing the timeline and editing the timing of character movement and shots. They will also be adding and editing audio.
3. ONE **Story Representative.**  In charge of managing the story structure, making story updates based on feedback, coordinating the story pitch, making sure the story materials are done on time, and representing the group
4. TWO **Storyboard Artists** – These people are in charge of drawing story driven thumbnails and storyboards for the story, setting up cameras using cinemachine, importing characters and poses into Unity, and setting up layout for cameras and characters

Today Matt Smith and Improv!!!!!

Thursday – Matt Smith Introduction to story structure!