CSE 190 Preproduction Techniques for Animation

Title and Description:

Pre-production Techniques for Animation.

The purpose of this course is to research existing and evolving technical and aesthetic approaches to the preproduction pipeline process used for short animated films. Students will then apply their knowledge to solve several preproduction problems posed to them. It is intended primarily for the cse animation capstone students.

Students will research both existing and emerging techniques for technical and aesthetic reference in order to enhance the visual story structure and style options for animated shorts. Students will be studying new options for the preproduction pipeline and will be evaluating the feasibility of alternate character design, concept art, set design and layout based on their studies. They will apply technical and aesthetic troubleshooting to current problems in preproduction and use their newfound knowledge to improve reference storyreels, character designs, concept art, beatsheets, and story bibles. Emphasis will be on developing an in-depth understanding of current problems related to style and content consistency as a result of the inherent technical and aesthetic limitations these digital technologies currently bring with them and on how to develop new strategies to avoid and surmount these limitations.

Proposed meeting times:

M W 1:30-3:20 pm

Grading: 50% Beatsheet and Reference Reel 50% Final Storyreel, Story Bible and Preproduction Project for Short Film.

Midterm – Beatsheet and Reference Reel
Final: Story Bible, Finale Storyreel and Pre-Production Project

The first half of the quarter we will work on the development and refinement of both beatsheets and reference reels. We'll create five reference reels (story, character/concept, lighting, efx, motion) and one working storyreel for our project.

The class will be split into 5 groups of 2 to work on and iterate the reference reels. The final versions of the reference reels and beatsheet will be due for review on October 29th , (the fifth week of the class) for a midterm grade.

For the last six weeks of the class, all students will be working on project thumbnails, boards and the working storyreel for our short film. A few people will be assigned to focus primarily on the storyreel, while others in the class will be asked to work on concept art and character design (including creating sculptures

for the characters), etc. The final iterations of all of the preproduction for the short film will be due at the end of finals week on December 10th.

Mondays: beatsheet/story days
Wednesday: reel review days

Guests will include:
Brian McDonald (Story)
Anton Bogarty (Boards)
Marcus Donar (Composition and lighting)
Gary Schwartz (Acting)