**Class Agenda**

Your three groups will be presenting their second story pitch tomorrow morning!

The actual pitch time (not including feedback and discussion) will be no longer than 2 minutes.

Before you pitch you will be asked to introduce yourselves, tell us what your feedback from the last class pitch was and how you addressed it.

I'll ask your group to tell the class what feedback you are specifically looking for from us. Try to tell us what your one or two biggest story challenges are and we will try our best to help you resolve them if we can.

Tell us the title of your story and then launch into your pitch.

Have all group members contribute. Props are welcome if they support your story and bring it alive to the audience.  Practice ahead of time to get your timing and pacing right.

Have your set, character reference, character adjectives, armature, 7 steps, beatsheet and concept art ready along with your updated thumbnails and storyboards so that we can see them and respond to them. Design them so that they are as easy to read and understand as possible.

Write down all feedback. Listen carefully and ask questions for clarification only. Do your best to collect the feedback that will be most helpful in the time you have with the class and the staff.

When the other groups present their work try your best to provide useful feedback and to learn from their challenges.

Visual story development is hard - hopefully you find it rewarding!

We will start class with some more improv exercises first thing in the morning so please be sure to be on time at 10 am sharp.

At the end of the pitches we will chat a bit about voiceover, music and sound efx. I'll show some examples to help you along. Please be thinking of what sort of music you think will support (and not overwhelm or contradict) your visuals. We will also chat briefly about faux animation.

Don't forget your 7 printed copies!!!  You will need to give them to the TA's at 10 when you arrive.