### **Assignment #2: Revising your 7 Steps and Writing a Beat Sheet**

**DUE: Sunday, 7/1 by 12:00 PM**

This week you will be working with your assigned group. The staff will assign a story to you (7 steps and armature) to analyze, revise and improve.

The group assignments this week are:

**Group 1**

* **Dana Spillinger**
* **Adrianna Pyskiewicz**
* **Priti Patel**
* **Jeffrey Luchow**

**Group 2**

* **Andalusia Curtis**
* **Alysia Barton-Brown**
* **Yuying Hung**
* **Garrett Jones**
* **Sabrina Pearson**

**Group 3**

* **Claire Kim**
* **Ashtyn Grant**
* **Lindsey Muskiewicz**
* **Sharanya Sudhakar**

**Group 4**

* **Will Switzer**
* **Natasha Wolkind**
* **Bobby Deng**
* **Leah Dao**

You will develop this same story for the rest of the quarter with your group members. Try to find something (or everything!) about your story that you can get really excited about. You’ll be working long hours on this particular story so find a way to love it. This part should be easy.

Starting next week you will pitch your story in class to staff and others. Please be sure to set aside time to practice the skills of story pitching with your group and come to class prepared.

After your present your pitch, you will receive specific feedback. You must write it down. Then be sure to discuss it with your group members and decide as a group how to address your feedback.

Monday, July 1 you will continue to work on your story as a team. Start to think about what role you might want to take on. Each group will complete the preproduction for an animated short over the next three weeks.

It is recommended that you follow several steps in order to prepare to present your pre-production in class.

Please work within your group to modify and improve upon your seven steps and be sure that your steps prove your armature. You will list a title, an armature and then the revised seven steps.

Remember your story rules.

* No more than two total characters. You must include one character.
* The story must take place in one very simple indoor set.

You will be writing a **BeatSheet.**  The BeatSheet is used to describe the specific actions of your story in logical chronological order. They also follow your seven steps and 3 act structure! Remember that your BeatSheet must also prove and support your armature .

Your Beatsheets will iterate. Start with the example Provided and try to copy the basic format. You will use your BeatSheet as support for the visualization of your story. The BeatSheet should help you organize what camera and what poses and what props etc are important as your story unfolds. A good BeatSheet should help you stay on track. You might find that as you visualize your BeatSheet that you need to go back and revise your seven steps. Feel free to do so, as the process is not always entirely linear.

Questions for your group to discuss include:

Is your armature clear and have you proven it?

Are any of the 7 steps missing or out of place?

Is there a lack of clarity?

Are you specifying too much in parts of the story to the detriment of the other story beats?

Starting next week we will focus on pacing concerns, acting and action, and ways to convey your story visually in a way that will ease most engaging for your audience.

Limit your group story pitch to one and a half minutes and - time yourself!! We will time your pitch in class so be prepared.

Use the following checklist to help you prepare for your pitch, and to also evaluate and improve your story.

**Checklist for your story pitch:**

* Prepare an outline.
* Relax ( the more prepared you are the more relaxed you’ll be).
* Practice your pitch ahead of time. Find people to listen and provide feedback who haven't heard your story pitch.
* Practice more than you need to. You will improve dramatically. Work with the colleagues in your class to help improve your story.
* Get as much feedback as you can and address it appropriately
* Use props and/or include all of the group members in your pitch.
* Act out your story when appropriate. Be the characters. It will help you understand them.
* Use active language and avoid "internal" descriptions. (Avoid "realizes").
* Address your pacing. Edit out unnecessary description or add in steps to help clarify beats so as not to confuse or lose your audience.
* Do whatever you need to in order to bring the audience into the story experience.
* Present a story best told using 3D animation and use the strengths of animation as part of your pitch. Exaggeration is acceptable.
* Look at your audience (make eye contact) and make every effort to engage them during your pitch.
* Be creative and try to have fun!

**Checklist for what is due PER GROUP:**

* Story Title
* Armature
* Revised 7 steps
* BeatSheet for your story
* Prepared story pitch

Note: you will be bringing in enough copies of your full Story assignment to pass out a stappled copy for each student and staff member,

Note: Your Individual lecture critique analysis to be written and turned in by each member of the group

All work for this project should be emailed to the staff alias (**cse456-staff [at]** [cs.washington.edu](http://cs.washington.edu/)) by Sunday July 1st, at noon. Be sure to include your Group number in your documents for your assignment. One member of the group can turn in the packet but must cc all members of the group and clearly identify the number of the group.