**Agenda CSE456 Week Three!**

**Monday July 2, 2018**

Lecture - 10am-12:30 pm

1 Personal Hell Exercise

2 Acting Intro

3 Story - First Group Pitches

4 First set of Feedback - write it down!

5 Physical Comedy

6 Story Group Pitches 2

7. Feedback

8 Lecture Assignment 3 due Sunday July 9 at noon

**Final Group Story Presentations -**

**Group Stories via edited playblasts with Voiceover and sound efx/music and VR. VR versions will be optional for you to work on and will be completed by your Staff.**

**\*\*Your final presentations will be July 16 th at 10 am in 305 Allen.**

Lab - 12:40-2pm

1 Demo - version of a sample story scenario ( Xavier)

2  Creating Planning Sheets ( Xavier)

3 Posing in Maya ( Xavier)

4. Playblasting story segments in Maya ( Xavier)   5. Editing (Casey) for a coherent story sequence.

Note: You will all work both individually and with your group to review and revise your story steps.  You will focus on visualizing and improving your stories so listen carefully to the process Xavier and Casey will outline for you.

Your Lab assignment:

Use your story revisions and story feedback you’ve received in the lecture today to revise your reference video,  your character poses and cameras and then create a playblast of your poses.

Your Group will need to make sure the camera you are using in Maya is consistent in all maya files in the group. We will show you how to do this so make sure that your group understands how to do this.

Final Calendar for CSE 456 Assignments:

Your lab assignment #3  is due Thursday July 5th at 5pm

Note that Casey will edit your playblasts for each group into one video. **Each group will need to send the staff clear editing instructions and name your playblasts in order so that it’s clear where the edits occur. This is the only way that you will receive that fits what you’ve requested**

Your group will then be able to take some time to review the edited playblasts  on Thursday evening ( the staff will send the files to you) and then you will need to review and revise your work and turn it back in by Sunday July 8 at noon.

The staff  will edit your new revisions.  They will need to receive the revisions by the deadline and prepare your edited playblasts for review in class on Monday July 9 at 10 am.

**Remember - Each group will need to provide instructions for the editor and name the files in the order that they will need to be edited.**  If the information is incorrect or incomplete the editing can not be done. Be proactive and check in with your TA to make sure that it’s all clear and correct.

Monday July 9th (Week 4):

We will review an example story in VR

Each Group will be expected to turn in their story files so that the staff can try to transfer the files into Unity to review in VR. Stay tuned for details.

Lab assignment 4 - iterate and put Maya files together for VR production. The deadline for motion and (optional) sound effects for VR versions of your stories is July 11th.

Your groups will continue to work on your playblasts for your non VR work in order to continue to improve the visualization of your stories.  **The deadline for final playblasts ( Not VR)  and audio is July 15th at noon. Make sure that the final playblasts include clear instructions for the staff.**

Monday July 16th (Week 5):

**Review Group Stories in VR**

**Review Group Stories in and final edited playblasts. One will have a voiceover and one will have sound Efx and audio.**