**Assignment #3: Revising your Group Story, Pitching your Group Story**

**DUE: Sunday, July 8, 2018 at noon.**

This week you will be revising and improving your **title**, **armature, seven steps** and **beat sheet**. You are also required to turn in **acting reference (links and photos) for both the character(s) in your story and the audio that you. Smudge best supports your story.**

You will continue to perfect your group story pitches this week and will again pitch your story in class next week. For this assignment, your group will work together to improve your seven steps, beat sheet, title, and armature. Make sure thT your story text is consistent with the visualization of your story that will be the goal of your lab assignment this week.

Limit the story pitch to one and a half minutes and time yourself. Use the following checklist to help your group  prepare for your pitch, and for your group to evaluate and improve your story.

**Checklist for your story pitch:**

● Prepare an outline.

● Relax.

● 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 from as many people as you can and address their feedback appropriately

● Use props where needed. Involve your entire group 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. (Don't say the Character "realizes" because we can’t see “ realize”)

● 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. Make it fun and be creative

● Present a story best told using 3D animation and use the strengths of animation as part of your pitch.

● Look at your audience and make every effort to engage them during your pitch.

● Be creative and try to have fun! The more fun/the more engaged you are the more fun and engaged your audience will be

Come up with 3 adjectives for each of your characters to describe them as a way to help you better understand the character's personality

In addition you will also be providing us with **acting reference**(images found online, photographs, scans, etc.) and come up with your **audio preferences**. Use your adjectives to help you find 3 examples of acting reference for each of your characters.

For audio choices, you will submit ideas for music and sound efx by including links online and text descriptions to justify your choices. For your final project each group will need to incorporate sound ( foley/sound Efx and music ) into your completed visual (playblasted), so you need to plan the audio choices now. You will also be doing a voiceover.  You are practicing your voiceovers in your story pitches.

You will be revising you **beatsheet**, (which is used to describe the specific actions for your story in chronological order) based on your feedback in class.

Keep things simple and clear! Only include elements important to telling your story. You will know how to do this by practicing your pitching skills and looking at your edited playblasts.

**Checklist of what is due:**

● Story Title (revised)

● Armature (revised)

● 7 Steps and Armature (revised)

● Beatsheet (revised)

● 3 examples of acting reference for each character

● Audio preferences to support your story. Include links and descriptions

● 3 adjectives to describe each of your characters

● Group critique provided by each person I. Your group individually.

All work for this project should be emailed to the staff (**cse456-staff [at]** [**cs.washington.edu**](http://cs.washington.edu/))  by Sunday July 8th, 2018 at noon.  Additionally, please print out and staple together **five** packets of your story materials for the staff to review in class on Monday July 9, 2018.  Be sure to include all of the items listed above in each packet. There is a printer in 329 you may use.  D*o not* wait until the last minute as you will hold up the class which will be problematic.