



CSE456 Syllabus Story for 3D Animated Shorts

Course Staff

Barbara Mones,	Instructor
Amy Duer	Staff
Terrell Strong	Staff
Vivian Cho	Teaching Assistant
Graham Godfrey	Teaching Assistant
Lara Gienger	Teaching Assistant
Madi Kim	Teaching Assistant
Joshua Seitz	Teaching Assistant

Class Lecture Meetings, Course Assignments and Due Dates:

1. Wednesday June 21	Remote Lecture, Improv Session in Person.
2. Monday June 26	Remote Lecture, Demo in Person
3. Wednesday June 28	Remote lecture, Demo in Person
4. Monday July 3	Remote Lecture, Story Feedback Remote
5. Wednesday July 5	Remote Lecture, Story Feedback Remote, Lab in Person
6. Monday July 10	Remote Lecture Story Feedback, Lab in Person
7. Wednesday July 12	Remote Lecture Story Feedback, Lab in Person
8. Monday July 17	Remote Lecture Story Feedback, Lab in Person
9. Wednesday July 19	Final Presentations Remote and In Person

Scheduled Class Times:

Mondays and Wednesdays

10:30-11:45	Lecture
12-1:20	Lab/Demos

TA Meetings Tuesday and Thursdays from 12:30-2 pm
Office Hours Arranged with the TA's Directly

For Story Requirements for the Group Based Final Projects:

No more than 2 minutes (start with 90 seconds) and no more than 20ish shots per group (start with 10)

No more than 1 Set (You'll Thank Us!)

You must have both Thumbnails and *some* Storyboards

One (or more) of the group members needs to serve in a (Editor) Role.

Everyone has the role of (Layout) Artist Role

Everyone will be contributing to the (Motion) in the short.

Everyone will be contributing to the (Lighting) (if there is any)

Everyone will be contributing to (Sound) - Foley and Music

CSE143 is the room number for our lab. It is in CSE2 - the CSE Gates Building

The lab is open 24 hours but you need to get access added to your Husky Card.

List of Lab Demos:

1. **June 21st**, Introduction to Maya **Terrell**
2. **June 26th**, Introduction to Bouncing Balls - Bouncing in Place with Light and Heavy weights Squash and Stretch. Playblast your work in Maya and submit through Canvas **Graham**
3. **June 28th**, Introduction to Bouncing Balls- Bounces moving forward with weight and Squash and Stretch **Madi**
4. **July 3rd** Setting up Working Production Set Up - Setting up Shots and a Working Production Environment **Terrell and Amy**
5. **July 5th** Introduction to Bouncing Ball on an obstacle Course with added Personality **Josh**
6. **July 10** Introduction to Layout, Set Creation, Modeling, Surface Color and Basic Lighting **Lara**
7. **July 12** Introduction to creating a Set, Modeling, Surface Color, Part Two, Editing and Audio n Premiere for final Polish. **Vivian**

Zoom Link:

Meeting ID: 946 2842 6116 Link: <https://washington.zoom.us/j/94628426116>

Course Website: <https://courses.cs.washington.edu/courses/cse456/23su>

Canvas Webpage: <https://canvas.uw.edu/courses/1643288>

Welcome to CSE456 Story for Animation!

In this class, you will be expected to design and create your own animated short story and visualize it using the principles of animation and story construction you learn in this class.

The class meets Mondays and Wednesdays from 10:30 am to 1:20 pm. During class, we will present technical demos, story and production lectures, discussion of your assignments and student feedback for you. You will have several staff members that will be available both in person and sometimes remotely to assist you during office hours. We will use our Lab in CSE2 for in person sessions and will sometime use Zoom breakout rooms for some small group improvisation and also interactive story sessions when needed.

Grading

You will be creating an animated short in a small group with a structured and entertaining story of your design. You will be assigned several projects that will help you learn about story construction and also many of the principles of animation. Each assignment will build upon the previous one. Each of your assignments will be graded and you will submit the work for your assignments to Canvas when they are due.

For each week you will receive grades for your animation (production related) work and your story construction (story and world design). All grades will count as a specific percentage of your final grade. Participation (active attendance) counts for 10% of your final grade.

Here's the rundown:

Assignment One (A and B)	15%
Assignment Two (A and B)	10%
Assignment Three	10%
Assignment Four	10%
Assignment Five	15%
Assignment Six	20%
Assignment Seven	20%

Your final grade in the course will be determined as follows:

Participation (10%)

Assignments One through Seven (90%)

Note: You will need to ask permission to submit late work and will lose points for submitting late work if it is granted so please plan to submit your work on time.

Story Rules (Limitations)

These are immovable rules and limitations so please take them seriously.

1. Your story will have a maximum of 2 characters. Make sure that we can differentiate one character from the other.
2. Your story will take place in 1 set. Decide and be ready to share with us when and where your story takes place. Why does it take place then and why did you place your story in this place?
3. Your story will be no longer than 2 minutes when completed. Try telling the story to others and see if you can comfortably tell the story in two minutes or less.
4. There will be no dialog in your story. . You will depend on the actions and behavior of your characters instead of words.
5. You must prove your armature. The story needs to visually be coherent and present a meaningful "universal" truth.
6. You must address the feedback you receive from the instructor and our consultants. You must write down the feedback and be able to share what the feedback is/was and how you addressed it.

Things to Consider:

1. Is this best told as an animated story? Have you utilized the opportunities inherent in the medium?
2. Have you simplified your story so that others can easily understand it?
3. Have you proven your armature?
4. Are your story steps logical?
5. Is anything out of order?
6. Is anything missing?
7. Anything redundant?
8. Is the story meaningful?
9. Would you enjoy sharing this story with others?

Course Calendar

_____Week One: Wednesday June 21_____

Assignment One A and One B - Assigned June 21
Due Monday June 26 at 10:30 am to Canvas.

Before you start your Assignment 1A and 1B **Watch "You are a Storyteller"** with Brian McDonald (posted on your canvas page)

Assignment One - the two parts - A and B:

Part One: "What is a story and *how to create one?*"

Part Two: " *What is an armature* and how to select and prove yours."

Watching both of these are critical to the understanding of your first assignment.

Remember to share your three stories with others to get feedback and help you refine it before you turn it in for review.

Assignment One A - Short Story Analysis

Analyze **5 animated shorts** from the provided list.

List the *Title*, *Armature*, and *7 Steps* for each short you selected.

Submit your work to the Canvas Assignment Page.

I will provide you with more options than the ones on canvas. Watch for gags or other entertaining animation that may be fun but may not be a story.

Assignment One B - Write (your own) Short Stories - Three of them!

Write three stories and submit them to your Canvas Assignment Page. See below for details.

1. Create 7 logical steps
2. Choose an armature and prove the armature.

***Week One Tech Demo Lab: Introduction to Maya 2020 (Terrell)**

_____Week Two: Monday June 26 and Wednesday June 28_____

Assignment Two A and Two B

Assigned: **June 26th** Due on Canvas on **July 3 at 10:30 am on Canvas.**

Assignment 2A : Bouncing Ball in Place

Animate 3D “bouncing ball in place” in Maya. Submit file and the Playblast to the Canvas Assignment Page.

Assignment 2B: Bouncing Balls of Differing Weights with Forward Motion

Animate 2 Bouncing Balls of differing weights with forward momentum in Maya. Submit planning sheet, Maya file, and your Playblast to Canvas Assignment Page.

Week Two Tech Demo Lab : Graham and Madi

Assignment Three

Assigned **June 26th** and Due on Canvas on **July 3**, at 10:30 am

Group Pitch #1

Submit your revised version of the Bouncing Ball Story to the Canvas Assignment page. Be sure to apply the feedback you received from the Instructor, Consultants and Course Staff before submitting.

You will be providing an initial Story Packet that includes your Title, Armature, 7 Steps, Beat Sheet, and Visual Reference for the Characters, Set, and Look and Feel. You are defining your story world. You will pitch your story in class. The pitch will be limited to less than one minute so practice to ensure that you are not too short or too long and that your story length fits your story content.

_____Week Three: Monday July 3 and Wednesday July 5_____

Assignment Four – Assigned July 3. Due July 10 at 10:30 am to Canvas.

Create an Animated Bouncing Ball Obstacle Course with a Ball that Has a Discernible Personalities Design the Bouncing Ball that we can see and understand as a character Think about and Show a Specific Personality. The Ball will jump through an obstacle course in order to illustrate and show character personality.

Submit planning sheets and documents for review, your maya file, and a Final Playblast to your Canvas Assignment Page.

Assignment Five - Assigned July 3 Due July 12th

***Week Three Tech Demo Lab: July 3 - Amy/Terrell and Josh**

____Week Four: Monday July 10 and Wednesday July 12_____

Assignment Five – Assigned July 3rd Due July 12th at 10:30 am to Canvas.

Story Pitch #2

Submit your revised Story Packet. Include all Story and Production Feedback and include information for how you chose to address the feedback you were provided in class. Provide the first version (blocked in) of your animated story to the Canvas Assignment Page.

Week Four Tech Demo Lab: Lara and Vivian

____Week Five: Monday July 17 and Wednesday July 19_____

Assignment Six - Assigned July 12 Due July 17 at 10:30 am to Canvas.

Story Pitch #3

Submit your revised story packet. Include all Story Feedback you received from the Instructor, and the Consultants, and Staff and how you chose to Address the Feedback.

One version of your final project will have *Foley/Sound/Music* and one version will only *have Narration*. Submit both videos to the Canvas Assignment Page.

Week Five Tech Demo Lab: TBD

Assignment Seven – Final Class Presentation - Assigned Wednesday July 17 Due on July 20th in class at 10:30 am!

FINAL TURN IN - in Canvas, Assignment 7 Will have everything related to your Animated Story in your Story Packet along with two videos - one with VoiceOver and one with foley and and music.

FINAL TURN IN at 1 PM July 20 Submit your final Story Packet and 2 Playblasts to the Canvas Assignment Page.