

CSE456 Story for Animation Syllabus A Term, Summer 2024

Instructors: Barbara Mones

Staff: Terrell Strong
Amy Duer

TAs: Graham Godfrey
Megan Lipinski
Josh Seitz

Course Zoom: Available on Canvas

In Person Classroom Location:

CSE2 Bill & Melinda Gates Center for Computer Science & Engineering Room 141

Scheduled Class Times:

Mondays and Wednesdays

10:20 am-1pm Lecture and Lab/Demos

Course Website: <https://courses.cs.washington.edu/courses/cse456/24su/>

Canvas Webpage: <https://canvas.uw.edu/courses/1729288>

Staff Meetings: Fridays at 10:30 am

Introduction

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 that you learn in this class. The class meets Mondays and Wednesdays from 10:20 am to 1 pm. During class, we will present technical demos, story and production lectures, discussion of your assignments and deliver feedback to you. You will have several staff members that will be available remotely to assist you during office hours. The course will be **hybrid** - our demos and improv sessions will be in person and our lectures will mostly be on zoom. On zoom, we will do some interactive sessions (pitches and story reviews) and we may use zoom for some interactive story sessions. You will be working in a group and also on your own.

Grading

You will be creating an animated short 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.

Each week, you will receive grades for your animation (production related) work and your story construction (story and world design) work. 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 1

5%

Assignment 2

10%

Assignment 3

10%

Assignment 4

10%

Assignment 5

15%

Assignment 6

20%

Assignment 7

20% - FINAL

Final Grades will be determined as follows:

Participation: 10%

Assignments: 90% (1-7)

Note: You will need to ask us permission to submit late work. You will lose points if the late work is granted so please plan to submit your work on time.

Calendar For Technical Demos:

Week One

June 17 None

Week Two

June 24 (Terrell) Intro to Maya, Introduction to the Bouncing Ball.
Bouncing Ball Moving Forward- Added Weight and Squash & Stretch (Graham)

June 26 Creating a Working Production Setup - Setting up Shots and a Working Production Environment (Amy)

Week Three

July 1 Introduction to Bouncing Ball on an Obstacle Course with added Personality (Josh)

July 3 Part 1 Introduction to Layout, Set Creation, Modeling, Surfaces and Basic Lighting (Megan)

Week Four

July 8- Part 2 Introduction to Set Creation, Modeling, Surfaces and Basic Lighting (Josh)

July 10 Introduction to Editing and Audio in Premiere for Final Polish (Graham)

Week Five

July 15 Introduction to Posing Rigged Articulated Characters (Megan)

July 17 Final Review

Course Calendar

Week One: Monday June 17 *No Class on June 19*

Orientation to the course

Assignment 1A and Assignment 1B

Assigned: 6/17

Both Due: 6/21 at 10 am to Canvas.

Assignment 1A Short Story Analysis

Analyze 5 animated shorts stories from the provided list.

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

Submit to the Canvas Assignment Page.

1B Three Short Stories

Write three stories with the assigned armatures and submit them to your Canvas Assignment Page.

_____ **Week Two: June 24 and June 26** _____

Assignment 2A and 2B

Assigned: June 24

Due: June 28th at 10 am on Canvas

Review Assignment 1 (Story Analysis and Story Creation)

Assign Student Story Groups

Assignment 2A:

Bouncing Ball in Place. You will be Animating 3D Bouncing Ball in Place in Maya.

Submit file and submit your Playblasts to the Canvas Assignment Page.

Assignment 2B

Animate **2 Bouncing Balls of different weights with forward momentum in Maya.**

Submit planning sheet, Maya file, and Playblasts to the Canvas Assignment Page.

Assignment 3

Assigned June 26th

Due July 5th at 10am to the Canvas assignment page

Pitch #1

Submit your Group's revised version of the Bouncing Ball Story to the Canvas Assignment page.

Be sure to discuss and address the feedback that you received from the instructor, consultants and course staff before submitting.

You will be providing a Story Packet that includes your Title, Armature, 7 Steps, Beatsheet, and Reference for 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.

Lab on June 24th - Introduction to Maya and Introduction to Bouncing Ball

Lab on June 26th - Introduction to Bouncing Ball with Forward Momentum

Week Three: July 1 and July 3

July 1

Animation Production Pipeline Part One

Review Assignment 2 (Bouncing Ball in place and moving Forward)

Assignment 4 – Assigned July 1 Due July 5th at 10am to Canvas.

Animated Bouncing Ball Obstacle Course with Personality

Design motion for the Ball so that we can see the character think and show a specific personality. Your Ball will jump through an obstacle course. Design the motion to reflect the specific personality of the Ball Character you create. Submit Planning Sheets and Story Related Documents, Maya file, and Final Playblast to your Canvas Assignment Page.

July 1 Class Demo: Bouncing Ball on an Obstacle Course

July 3

Animation Production Pipeline Part Two

Story Pitch #1 Group Story Pitches in Class

July 3 Class Demo: Introduction to Set Creation, Layout, Modeling, Surfacing and Basic Lighting. Part One

July 5th

Assignment 3 Due - Story Packet and Story Revision for Pitch #1 based on emailed feedback.

Week Four: Monday July 8 and Wednesday July 10

Feedback on Story Pitches from Pitch #1 - Include updates based on feedback your group received.

Assignment 5A Create your first Animatic

Assignment 5B Story Revisions and Pitch #3

Assigned: July 8

Due: July 12 at 10 am to Canvas.

July 8

Deliver Story Pitch #2

Update your Story Packet

Submit your Revised Story Packet. Include all story and production feedback and how your group chose to address the feedback.
Provide the first version (blocked in) of your animated story to the Canvas Assignment Page Lab: Part Two Introduction to Layout, Set Creation, Modeling Surfaces and Lighting

July 10

Assignment #6

Story Pitch #4. Your Final Group Pitch

Revised Story Packet and Animation with Sound and Narration

Assigned: July 10

Due: July 15

Production Pipeline #3

Class Demo: Editing Audio in Premiere

Week Five: Monday July 15 and Thursday July 17

Assignment 6 Due

Final Pitch Review In Class (Pitch #4)

Submit your revised story packet. Include how you've addressed the feedback you received from the Instructor, Consultants, and Course Staff. Identify specifics for all feedback and include how you chose to address the feedback you received.

*One version of your final project will have sound

*One version will only have a "voice over", only narration.

Submit both videos to the Canvas Assignment Page.

Assignment 7

Assigned to Class on July 15

Due: July 17th

* In class Review - for each Group we will provide instructions for your final presentations

Your Final Presentation will be Wednesday July 17 at 10:20 am in class!

FINAL TURN IN - Turn in your work on Canvas for Assignment 7

FINAL TURN IN Please address the last set of feedback you received in class and submit your final version before midnight on July 17th.

Don't forget to include Two Playblasts to the Canvas Assignment Page

Please include:

Your Group's Final Story Packet

Two Playblasts of your final short

All of the final work will be submitted to the Canvas Assignment Page.

Each student will also Submit Two Critiques -

One will be an Individual Critique and One will be a Group Critique