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, Beasheet, 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 Premierę

___________________ 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