



CSE456 Story for Animation Syllabus A Term, Summer 2025

Instructor:
Barbara Mones

Full-Time Staff:
Terrell Strong, Amy Duer

TAs:
Graham Godfrey, Josh Seitz, David Le, Erica Lipinski

Scheduled Class Times:
Monday and Wednesday 10:20-11:15, Lecture 11:30-1 Lab/Demos

Course Staff Meetings:
Fridays at 10:20- 1

Course Location:
CSE2 Room 141 For Lab CSE2 Room 143

Students are expected to be in the labs on Mondays and Wednesdays for class between 10:30 and 1 pm

Course Website: <https://courses.cs.washington.edu/courses/cse456/25su/>

Canvas Webpage: <https://canvas.uw.edu/courses/1810482>

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 animation production lectures, discussion of your assignments and student feedback for you. You will have several staff members that will be available to assist you during office hours. We will do some interactive sessions for interactive story sessions including the improv session on the first day of class.

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, character motion and many of the principles of animation. Each assignment will build upon the previous one. Each of your assignments will be graded and you will be expected to 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 1 5%
Assignment 2 10%
Assignment 3 10%
Assignment 4 10%
Assignment 5 15%
Assignment 6 20%
Assignment 7 20% -

FINAL Your final grade will be determined as follows: Participation (10%) Assignments 1-7 (90%)

Note: You will need to ask permission to submit late work and will lose points for submitting late work if it is granted.

Course Calendar

Week One: Monday June 23 and Wednesday June 25

Assignment 1A and 1B - Assigned 6/23. Due **Wednesday for Review, Friday 6/27 Deadline - submit by 10:00 am to Canvas.

Monday

Introduction and Lecture: Story Worlds - Creativity, Structure and Analysis

Barbara Mones - Introduction and Overview

Matt Smith - Story Seven Steps and Armature, Class Improv!

Wednesday

Introduction to Story (Continued)

***Student Story Review** (Barbara and Course Staff)

Lab: Introduction to Maya (Terrell)

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 that are most appropriate to be produced for Animation and submit them to your Canvas Assignment Page.

Week Two: Monday June 30 and Wednesday July 2

Labs: Assignment 2A and 2B –

Assigned 6/30. Both Due July 7 at 9 am on Canvas.

Monday

Lecture: Story Worlds - Story Review and Production Pipeline

Labs: Introduction to the Animated Bouncing Ball (Erica)

2A Bouncing Ball in Place Animate 3D “bouncing ball in place” in Maya. Submit file and playblast to Canvas Assignment Page.

Wednesday

2B Animate 2 Bouncing Balls of different weights with forward momentum in Maya. Submit planning sheet, Maya file, and playblast to Canvas Assignment Page (Josh and Graham)

Week Three : Monday July 7 and Wednesday June 9

Assignment 3 – Assigned July 7. Due July 9 at 10am to Canvas

Monday

Pitch #1 Submit the revised version of your bouncing ball story to the Canvas Assignment page. Be sure to apply feedback you received from the Instructor, any consultants and course staff before submitting.

You will each be providing a Story World Packet that includes your:

Name

Title

Armature Statement

7 Steps

Beatsheet

Adjectives and Reference for Each Character

Set Design

Look and feel.

You are defining your story world. You will pitch your story in class.

Note: *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.*

Story Pitch Reviews: Barbara and the Course Staff

Wednesday

Labs:

Group Story and Pipeline In Class Meetings

Set Creation Layout and Character Modeling (David Le)

Materials and Textures (Josh)

Cinematography (Graham)

Lighting (Erica)

Week Four Monday July 14 and Wednesday July 16

Assignment 4 – Assigned Monday July 7 Due Friday July 11 at 10am to Canvas.

Assignment 5 - Story Pitch #3 Assigned Wednesday July 16 Due Monday July 21 at 10 am

Monday

Production Case Studies (Barbara)

Story Pitch Reviews (Barbara and the Course Staff)

Animation Principles (Amy)

Wednesday

Labs:

Bouncing Ball with Personality in Obstacle Course (Josh)
Editing and Audio (Graham)

4A

Story Pitch #2 Submit your revised story packet. Include all story and production feedback and how you chose to address the feedback. Provide the first version (blocked in) of your animated story to the Canvas Assignment Page

4B

Lab: Animated Bouncing Ball Obstacle Course with Personality

Design the Ball so that we can see the character think and show a specific personality. The Ball will jump through an obstacle course.

Submit planning sheets and documents

Submit your maya file

Submit your final Playblast to your Canvas Assignment Page.

Week Five Monday July 21 and Wednesday July 23

Monday

Assignment 6 Assigned 7/21. Due 7/25 at 10 am to Canvas

Assignment 7 Assigned on 7/21

Note: Your work is due for Review on July 23rd In Class and your Final Version submitted by Friday July 25th at 10 am on canvas.

Note: Include your final Story Packet and 2 videos - both with edited Playblasts that clearly present your story - one with Voiceover only and one with Music and Sound Effects only - Both should be submitted to the Canvas Assignment Page.

Story Pitch Reviews (Barbara and the Course Staff)

Note:

Friday July 25th - All Final Work to be turned in for CSE456 on canvas by noon

Wednesday

Student Final Presentations and Review - Barbara and the course staff

Story Pitch #3

Submit your revised story packet. Include all feedback you received from Instructor, Consultants, and staff and how you chose to address it. One version of your final project will have sound and one version will only have narration, your "voice over." Submit both videos to the Canvas Assignment Page.

Assigned Story Support Groups

GROUP ONE

Staff

David Le
Josh Seitz

Students

Sophie
Yunah
Henok
Tirata

GROUP TWO

Staff

Graham Godfrey
Terrell Strong

Hannah
Zoe
Deeksha
Wenting

GROUP THREE

Staff

Erica Lipinski
Amy Duer

Students

Tank
Zifeng
Mutien
Diana