

cse458 – Welcome to the Animation Capstone!
September 30th, 2021



Tuesday and Thursday 11:30 – 12:50

Staff email alias: cse458-staff@cs.washington.edu

Course Webpage: <http://cs.uw.edu/458>

Announcements

Attendance

Introductions - Staff, TA's, and Students

Class Overview - Syllabus, Roles, Expectations, Golden Rules, Lab Rules, Course/Story Content

Grading and Attendance – Participation and Professionalism

Student Tools and Materials - What is required to have, Zoom use

Show and Tell Next Week – Introduce yourself! Presentations should be ~1 minute long

- Sign-up here: <https://tinyurl.com/458showtell21>

Assignments – Due Wednesdays on Canvas at 11 PM.

Work-In-Progress Reports – Due Mondays on Canvas at 11 PM

Individual Critique Analysis – One for each assignment, due Wednesdays at 11:30 PM

Daily Iteration and Review – An industry practice we adopt in our classes

Instructor and Staff –contact at cse458-staff@cs.washington.edu

We move Fast - Our classroom and production work moves at a quick pace

Turn in your work on time – Golden Rules

Demo - Intro to Maya with Xavier

Demo - Basic Modeling Part One with Cody

- Part One and Part Two of Basic Modeling are due Wednesday on **Canvas**, at 11PM.
- The **Individual Critique** for this assignment is due Wednesday on **Canvas** at 11:30PM.
- The **Work-in-Progress Report** is due on Canvas Monday at 11 PM.
- Do not procrastinate! When you are working collaboratively on a film, others will rely on you.
- The staff and TAs are here to help you with your assignments when you get stuck!

Next Week

Tuesday: Show and Tell part 1, Production Pipeline Overview part 2, Basic Modeling 2: Modeling a Hand

Thursday: Show and Tell part 2, Production Pipeline Overview part 2, Head Modeling