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