

CSE 464 Course Syllabus

Summer 2026 | B Term

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Course Canvas: <https://canvas.uw.edu/courses/1895795>

Course Website: *In progress*

Welcome to CSE 464: Facial Expression for Stylized Characters!

This course will train students in the basics of human facial expression, and how to create those expressions on a provided 3d model in Autodesk Maya. Students are introduced to the individual muscles of expression and shown how to combine those individual muscle movements to create the six cardinal expressions of joy, anger, sadness, fear, surprise, and disgust. Homework is reviewed in class, allowing students to correct their work as necessary during the class lab times. Students spend time each week in the computer lab working under the supervision of the class TA who is a graduate of UW's animation capstone in Computer Science & Engineering. This class is ideal for anyone interested in animation, game design, or mastering the basics of the expressive face, as well as those seeking a hands-on introduction to Maya. The course is held in person, and students should notify the instructor or TA in advance for missed class sessions.

The 3D software used in class, Maya, is available on the computers in the CSE Animation lab (CSE2 143) or can be downloaded to a personal machine from the [Autodesk website](#) with a school email.

Class Times: Monday + Wednesday | July 27 to August 19, 2026

Classroom: CSE2 141 and 143

Lecture: 10:30am - 12:20am

Lab: 12:30pm - 1:40pm

Weekly Office Hours: Monday + Wednesday 2pm - 4pm (*More TBD*)

Weekly Staff Meetings: *TBD*

Reading List:

“[The Artist's Complete Guide to Facial Expression](#)” by Gary Faigin

Class 1 - Introduction to Facial Expressions and the Movements of the Upper Face | July 27, 2026

Lecture:

- Introduction to facial expressions
- The muscles of the upper face
- Eye and brow movements

Lab:

- Introduction to Maya
- Homework 1 (*Due 11:59pm on July 28, 2026*)
 - Neutral eyes and eyebrows
 - Position of the eyelids: opening upper lid, raising lower lid, the squint, rotation of the eyes
 - Eyebrow raiser
 - The scowl
 - The brow of distress
 - The glare

Class 2 - Movements of the Lower Face Part 1 | July 29, 2026

Lecture:

- Review of homework 1
- Muscles of the lower face - The closed mouth

Lab:

- Homework 2 (*Due 11:59pm on August 2, 2026*)
 - Sneer
 - Smile
 - Frown
 - Pout
 - Lip tightener

Class 3 - Movements of the Lower Face Part 2 | August 3, 2026

Lecture:

- Review of homework 2
- Muscles of the lower face - The open mouth

Lab:

- Homework 3 (*Due 11:59pm on August 4, 2026*)
 - Open mouth (a little open, more open, and open to the max)
 - Lower lip stretcher

- Snarl of disgust
- Smile

Class 4 - Cardinal Expressions: Surprise and Fear | August 5, 2026

Lecture:

- Review of homework 3
- Posing surprise and fear

Lab:

- Homework 4 (*Due 11:59pm on August 9, 2026*)
 - Surprise
 - Fear (less intense and more intense)

Class 5 - Cardinal Expressions: Sadness | August 10, 2026

Lecture:

- Review of homework 4
- Posing of sadness

Lab:

- Homework 5 (*Due 11:59pm on August 11, 2026*)
 - Open mouth crying
 - Closed mouth crying
 - Very sad
 - A little sad

Class 6 - Cardinal Expressions: Anger | August 12, 2026

Lecture:

- Review of homework 5
- Posing anger

Lab:

- Homework 6 (*Due 11:59pm on August 16, 2026*)
 - Open mouth anger
 - Closed mouth anger
 - Clenched teeth anger
 - Irritated

Class 7 - Cardinal Expressions: Disgust and Joy | August 17, 2026

Lecture:

- Review of homework 6
- Posing disgust and joy

Lab:

- Homework 7 (*Due 11:59pm on August 18, 2026*)
 - Middle fibers disgust
 - Inner fibers disgust
 - Broad open mouth smile
 - Laugh
 - Smile combinations (eager smile, sly smile, bittersweet smile)
 - Fake smile
 - Slight smile
 - Broad closed mouth smile

Class 8 - Final Review | August 19, 2026

Lecture:

- Review of homework 7
- Course summary
- Review of last year's capstone film

Grading Rubric				
	Exemplary 50 Points	Accomplished 40 Points	Developing 30 Points	Beginning 20 Points
Weekly Assignments	Assignment is complete and <u>done extremely well</u> . Required facial movement or expression is clear and accurate. Emotions are recognizable and non-ambiguous.	Assignment is Complete. Requested facial movement or expression meets general criteria. Emotions are recognizable but somewhat ambiguous.	Assignment is Complete. Required facial movement or expression is just adequate. Emotions are barely recognizable and/or face contains unrealistic artifacts.	Assignment is incomplete. Required facial movement or expression does not meet general criteria. Emotions are not clearly recognizable.

Notes:

1. Students are required to upload weekly class Assignments before 11:59pm the day before each class to canvas. Incomplete work should still be turned in on time.
2. If an assignment is late there will be a 10% deduction every class day.
3. Students may choose to re-submit any completed Assignment on a one-time basis for review and higher grade. **All re-dos must be re-submitted no later than 12pm on August 21. No exceptions.**

- Student grade will be based on successful completion of weekly class Assignments.
 - Each assignment will have a rubric on Canvas
 - Assignments are due the night before the following class
- Maximum points per class Assignment: 50 points.
- Active participation is worth 50 points, the equivalent of one assignment

Assignments - 87.5% of grade

- 12.5% for each of the 7 assignments

Participation - 12.5% of grade

Religious Accommodations

Washington state law requires that UW develop a policy for accommodation of student absences or significant hardship due to reasons of faith or conscience, or for organized religious activities. The UW's policy, including more information about how to request an accommodation, is available at Religious Accommodations Policy

(<https://registrar.washington.edu/staffandfaculty/religious-accommodations-policy/>).

Accommodations must be requested within the first two weeks of this course using the Religious Accommodations Request form

(<https://registrar.washington.edu/students/religious-accommodations-request/>).

STUDENT GRADES								
Points	Grade	GPA	Points	Grade	GPA	Points	Grade	GPA
400	A+	4.0	290	B	3.0	235	C-	1.7
360	A	4.0	270	B-	2.7	225	D+	1.3
325	A-	3.7	255	C+	2.3	215	D	1.0
300	B+	3.3	245	C	2.0	<200	E/F	0

Lab Rules

For the Animation Capstone Lab Spaces

- Only students of the Animation Capstone are allowed in the labs. Anyone else must obtain specific permission from Erica Lipinski, Terrell Strong, or Barbara Mones before

entering. This means no significant others/ friends/family, etc. This is for the safety of the students as well as the security of our equipment.

- Our labs (CSE2 141 and 143) must be kept clean. They are community spaces, and it is important that they stay as clean as possible for everyone who uses them. This means keeping your own workstation clean, as well as doing your part to keep the floor and refrigerator clean. The kitchen in the undergraduate commons is also used by other programs, so it is essential that you clean up your own messes, as well as return any dishes you may have used as soon as possible after you are finished.
- Always follow the Golden Rules in the lab spaces.
- Follow all UW COVID-19 Procedures and Requirements at all times.

**Note: You will risk losing lab access if you are discovered breaking any of these rules.*

Golden Rules

- **Stay Positive.** It's important to communicate well, make constructive suggestions and to avoid dwelling on the negative. Turn it around and be respectful and helpful. Work well with your staff and Instructor so that the process moves as smoothly as possible.
- **Do something.** If you have work assigned to you and that work is due in for review, do something and submit it for review. You are much better off turning in work that is incomplete for the TA/instructor to review than nothing at all.
- **Follow the direction and accept feedback from the instructor, even when it doesn't seem like good feedback to you.** If you are asked to do something and you feel that you could do it in a different and better way, do the work that you were asked to do first, and do it the way you were asked to do it and then do the work the way you feel it should be done. When both are complete, show the instructor who will be able to see your work and decide which fits best.
- **You may not submit any work obtained from generative AI as your own.** Generative AI produces derivative content and can impede personal creativity which would negatively affect the learning outcomes of the class. You are strongly discouraged from using generative AI.