

<i>DATE</i>	<i>#</i>	<i>In-class subject</i>	<i>Assignment</i>	<i>Screening</i>
Wed Jan 30	1	Course overview.	Pre-requisite assignment.	
Mon Feb 4	2	Introductions. Free-form single-skin modeling, refinement, bevel and smooth shift. Edge loops.	Bay Raitt web page readings + design pages. Sketch and start building a head/neck w/eyebrow, eye, mouth. Read Kerlow sections 10.5 and 5.2.	
Wed Feb 6	3	Discuss reading. More on single-skin models. Working from drawings. Subdivision surfaces. In-class edge loop examples.	Finish building head. Read Kerlow section 11.2.	
Thu Feb 7	-			<u>Tightrope</u> (Daniel Robichaud)
Sun Feb 10	-			<u>Tightrope</u> (Daniel Robichaud)
Mon Feb 11	4	Model design review, reminder of morphs.	Address model changes/start articulating head. Read Kerlow section 4.7	
Wed Feb 13	5	Discuss morphs and bones/weight maps.	Finish articulating head. Read Kerlow section 12.5.	noon: <u>Pump-Action</u> (Captain 3D)
Sun Feb 17	-			6 pm: <u>Pump-Action</u> (Captain 3D)
Mon Feb 18	6	Using audio. X sheets. Phonemes. Lip sync. Animating eyes.	Pick audio clip from library, break it down on X sheet with thumbnail sketches.	
Wed Feb 20	7	From X sheets to animation. Introduce UV mapping.	Animate your head. Read Kerlow sections 11.6 and 9.3.	noon: <u>Spatial Frames</u> (Rob Jensen)
Sun Feb 24	-			6 pm: <u>Spatial Frames</u> (Rob Jensen)
Mon Feb 25	8	Animation dailies.	Finish head animation.	
Wed Feb 27	9	UV coordinates on planes and spheres. Sky domes and backdrops. Using scanned/painted images. Reminder of light types and controls.	Pick two disparate background images to light to. Paintings, photos all ok. Put them on domes or backdrops.	noon: <u>The Play</u> (Hiroyuki Hayashida)
Sun Mar 3	-			6 pm: <u>The Play</u> (Hiroyuki Hayashida)
Mon Mar 4	10	Controlling CG lights - shadows, rigs, blockers, cookies. Lighting with color for time of day, season, emotion.	Light both versions with a key, fill, and rim light at minimum.	
Wed Mar 6	-	NO CLASS - exam/advising day		noon: special valley alumni screenings <u>Prom Nite</u> (Alison Kennedy) <u>Subway</u> (Neil Golden)

Sun Mar 10	-			<u>Freehand</u> , (David Parmenter) 6 pm: special valley alumni screenings <u>Prom Nite</u> (Alison Kennedy) <u>Subway</u> (Neil Golden) <u>Freehand</u> , (David Parmenter)
Mon Mar 11	11	Lighting review.	Make final lighting adjustments and render.	
Wed Mar 13	12	Watch talking heads in class.	Find audio over break.	
Mon Mar 18	-	SPRING BREAK		
Wed Mar 20	-	SPRING BREAK		
Mon Mar 25	13	Taking shots somewhere. The film within the shot. Final project.	Find audio for your shot. One character, one voice. TA's help. Read Kerlow section 11.3.	
Wed Mar 27	14	Advanced camera control for layout.	Finalize audio selection, get it into LW. Start building your character and other models.	noon: <u>Hot Spot</u>
Sun Mar 31	-			6 pm: <u>Hot Spot</u>
Mon Apr 1	15	TBA animation/layout (planning a shot? More on staging?)	Ready character for review. Take it through 4 extreme poses.	
Wed Apr 3	16	Model review. Layout reel review (animatic)	Address review comments. Build set. Layout and block.	noon: <u>Stationen</u>
Sun Apr 7	-			6 pm: <u>Stationen</u>
Mon Apr 8	17	Layered approach to animation, focus on silhouette, pose, timing.	Animate.	
Wed Apr 10	18	TBA (possibly shading or more on character animation, bones)	Get animation ready for dailies.	noon: <u>Fluffy</u> (Doug Aberle)
Sun Apr 14	-			6 pm: <u>Fluffy</u> (Doug Aberle)
Mon Apr 15	19	Animation dailies for final films	Address comments from dailies.	
Wed Apr 17	20	Creating depth with light	Light the shot (for emphasis, depth, color)	noon: TBA
Sun Apr 21	-			6 pm: TBA
Mon Apr 22	21	Lighting review for final films	Read Kerlow sections 9.5-9.10.	
Wed Apr 24	22	TBA (possibly procedural shading, bones)	Begin rendering!	noon: <u>For the Birds</u> (Ralph Eggleston)
Sun Apr 28	-			6 pm: <u>For the Birds</u> (Ralph Eggleston)
Mon Apr 29	23	Lighting TBA – maybe output to DV workshop.	Finish renders.	
Wed May 1	24	Watch final projects.		