

Computer Animation II syllabus

CS 266 Spring 2005
Hampshire College

Last revision: 3/30/05

Date	#	Class Topic	Due	Assigned
Wed 26-Jan	1	intro, overview		pre-requisite assignment
Mon 31-Jan	2	geom: single-skin	pre-req assignment	single-skin poly model
Wed 2-Feb	3	geom: single-skin		RP1 (Gjenta)
Mon 7-Feb	4	geom: single-skin	RP1	
Wed 9-Feb	5	artic: bones and IK	single-skin model	articulate the model, RP2 (The Play)
Mon 14-Feb	6	artic: bones and IK	RP2	
Wed 16-Feb	7	artic: bones and IK		
Mon 21-Feb	8	anim: walk cycles	articulated model	animate "walk" cycle, RP3 (Gas Planet)
Wed 23-Feb	9	anim: walk cycles		
Mon 28-Feb	10	shade: complex shaders	walk cycle playblast	shade and light the walk
Wed 2-Mar	11	shade: complex shaders	RP3	RP4 (Snack and Drink)
Mon 7-Mar	12	light: shadows	RP4	
Wed 9-Mar	13	prod: WIP review	HQ shots	
Mon 14-Mar	-	NO CLASS (spring break)		
Wed 16-Mar	-	NO CLASS (spring break)		
Mon 21-Mar	14	prod: debugging shots		FP proposal
Wed 23-Mar	15	shade: 3dpaint, prod: batch	FP proposal due	RP5 (More)
Mon 28-Mar	16	artic: morphs	RP5	
Wed 30-Mar	17	anim: morphs		
Mon 4-Apr	18	prod: WIP review	FP milestone 1	RP6
Wed 6-Apr	-	NO CLASS (advising day)		
Mon 11-Apr	19	artic: constraints	RP6	
Wed 13-Apr	20	prod: WIP review	FP milestone 2	RP7
Mon 18-Apr	21	light: reflections	RP7	
Wed 20-Apr	22	TBD		
Mon 25-Apr	23	prod: WIP review	FP milestone 3	
Wed 27-Apr	24	TBD		
Mon 2-May	25	TBD		
Wed 4-May	26	screen final projects	FP final	