ART/CSC/FST 320 - Fall 2020 Schedule

Week 1 : Aug. 19 - 22
- Introduction
- Keyframe Animation
- Hotkey Review

Week 2 : Aug. 23 - 29
- Exercise: Keyframe Newtons's Cradle Due
- Storylines and Storyboarding
- Refining Keyframe Animations
- Animation Assignment: Character Model Due

Week 3 : Aug. 30 - Sept. 5
- Semester Project: Storyboard Due
- Deformers
- Exercise: Deformer Bouncing Ball Due

Week 4 : Sept. 6 - 12
- Labor Day/No classes - Sept. 7
- Controllers
- Exercise: Toothbrush/Character Deformer Due

Week 5 : Sept. 13 - 19
- Joints
- Animation Assignment: Keyframe/Deformer Due

Week 6 : Sept. 20 - 26
- Exercise: Rigging Due
- Skinning
- Character Development & Color Schemes
- Semester Project: Environment Due

Week 7 : Sept. 27 - Oct. 3
- Exercise: Skinning Due
- Walk cycles
- Principles of animation

Week 8 : Oct. 4 - 10
- Blend shapes
- Facial animation
- Semester Project: Character Design Due

Week 9 : Oct. 11 - 17
- Shot composition
- Animating cameras

Week 10 : Oct. 18 - 24
- Scripting for animation
- Animation Assignment: Character Movement Due

Week 11 : Oct. 25 - 31
- Dynamics

Week 12 : Nov. 1 - 7
- Semester Project: Midway Progress Presentations

Week 13 : Nov. 8 - 14
- Lighting and Rendering
- Animation Assignment: Composition/Camera Movement Due

Week 14 : Nov. 15 - 21
- Polishing and editing

Week 15 : Nov. 22 - 24
- Polishing and editing
- Classes end Nov. 24

Finals Week: Dec. 1-2
- Semester Project: Final Animation Presentations