

ART/CSC/FST 320: Computer Animation



Spring 2007 Schedule

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Week 0	January		10	11	12
Course Introduction					
Week 1		15	16	17	18
History of Animation, Narrative Structure					
			Last Drop/Add		19
Week 2		22	23	24	25
Modeling Review, Production Process, Character Design and Modeling					
Week 3		29	30	31	1
Principles of Animation and the Graph Editor					
Week 4	February	5	6	7	8
Basic Animation Techniques					
Week 5		12	13	14	15
Character Rigging					
Week 6		19	20	21	22
Character Rigging, MEL Scripting					
Week 7		26	27	28	1
MEL Scripting, Character Animation					
	March	5	6	7	8
		<-----		<i>Spring Break</i>	----->
Week 8		12	13	14	15
Character Animation					
Week 9		19	20	21	22
Layout and Virtual Cinematography					
Week 10		26	27	28	29
Facial Animation and Lip Sync					
Week 11	April	2	3	4	5
Shading, Lighting, and Rendering					
Week 12		9	10	11	12
Shading, Lighting, and Rendering					
Week 13		16	17	18	19
Motion Capture and Procedural Animation					
Week 14		23	24	25	26
Compositing and Multi-pass Rendering					
Week 15		30			
Some more MEL Scripting					

Exam Date: Thursday, May 3, 2007 at 2:00 p.m.
Project 4 Due

"The finest works of art are precious, among other reasons, because they make it possible for us to know, if only imperfectly and for a little while, what it actually feels like to think subtly and feel nobly."

-- Aldous Huxley

Required Texts

- *Modeling and Animation Handbook* by Autodesk Maya Press
- *Character Animation in 3D* by Bruce Roberts
- *MEL Scripting for Maya Animators* by Mark Wilkins and Chris Kazmier

Optional Texts

- *Animator's Survival Kit* by Richard Williams