



# ART/CSC/FST 320: Computer Animation

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## Spring 2012 Schedule

Week 0	January			11	<b>12</b>	13
<b>Course Introduction</b>						
Week 1		16 MLK	<b>17</b>	18 Last Drop/Add	<b>19</b>	20
<b>Principles, Narrative, History</b>						
Week 2		23	<b>24</b>	25	<b>26</b>	27
<b>Principles, Narrative, History</b>						
Week 3	February	30	<b>31</b>	1	<b>2</b> *Quiz 1*	3
<b>Filmmaking &amp; Animation Techniques</b>						
Week 4		6	<b>7</b>	8	<b>9</b> *Project 1 Due*	10
<b>Production Pipeline, Character Animation</b>						
Week 5		13	<b>14</b>	15	<b>16</b>	17
<b>Character Design</b>						
Week 6		20	<b>21</b>	22	<b>23</b>	24
<b>Character Rigging</b>						
Week 7	March	27 Fall SeaNet	<b>28</b> *Quiz 2* Last W Day	29	<b>1</b> *Project 2 Due*	2
<b>Mo-Cap &amp; Procedural</b>						
Week 8		5	<b>6</b>	7	<b>8</b>	9
<b>Facial Animation, Lip-Sync</b>						
Week 9		12 <<-----	13	14 Spring Break	15 ----->>	16
Week 10		19	<b>20</b>	21	<b>22</b>	23
<b>Expressions, MEL, Python</b>						
Week 11		26	<b>27</b> *Quiz 3*	28	<b>29</b> *Project 3 Due*	30
<b>More Rigging &amp; Scripting</b>						
Week 12	April	2	<b>3</b>	4	<b>5</b>	6
<b>Virtual Cinematography &amp; Advanced Rendering</b>						
Week 13		9 SeaNet Opens	<b>10</b>	11	12 <<-- Easter Break -->>	13
<b>More Python and Maya API</b>						
Week 14		16	<b>17</b>	18	<b>19</b>	20
<b>Rendering &amp; Basic Compositing</b>						
Week 15	May	23	<b>24</b>	25	<b>26</b> *Quiz 4*	27
<b>Workshop</b>						
Week 16	May	30	Last day of classes			
<b>Workshop</b>						

"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 & Animation Handbook (Learning Autodesk Maya 2008)*, Autodesk Maya Press
- *Character Animation Fundamentals* by Steve Roberts.

### Optional Texts

- *Animator's Survival Kit* by Richard Williams.
- *Maya Python for Games and Films* by Mechtley & Trowbridge
- *MEL Scripting for Maya Animators* by Wilkins & Kazmier.
- *How to Cheat in Maya 2012: Tools and Techniques for Character Animation* by Luhta & Roy.

Exam Date: Thursday, May 8, 11:30 a.m. - 2:30 p.m.

\*Final Production/Project Due Date T.B.A.\*