



# ART/CSC/FST 320: Computer Animation

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## Fall 2015 Schedule

Week 0	August			<b>19</b>	20	21
<b>Course Introduction</b>						
Week 1		<b>24</b>	25	<b>26</b>	27	28
<b>Principles, Narrative, History</b>						
Last Drop/Add						
Week 2	September	<b>31</b>	1	<b>2</b>	3	4
<b>Principles, Narrative, History</b>						
*Project 1 Due*						
Week 3		<i>7 Labor Day</i>	8	<b>9</b>	10	11
<b>Filmmaking &amp; Animation Techniques</b>						
*Quiz 1*						
Week 4		<b>14</b>	15	<b>16</b>	17	18
<b>Production Pipeline, Character Animation</b>						
Week 5		<b>21</b>	22	<b>23</b>	24	25
<b>Character Animation</b>						
Week 6	October	<b>28</b>	29	<b>30</b>	1	2
<b>Facial Animation</b>						
*Project 2 Due*						
*Quiz 2*						
Week 7		<b>5</b>	6	<b>7</b>	8	9
<b>Video Reference, Mo-Cap</b>						
<b>Procedural Animation</b>						
Last W Day						
Week 8		<i>12</i>	<i>13</i>	<b>14</b>	15	16
<b>Character Design</b>						
<<-- Fall Break -->>						
Week 9		<b>19</b>	20	<b>21</b>	22	23
<b>Character Rigging</b>						
Week 10		<b>26</b>	27	<b>28</b>	29	30
<b>Expressions, Python</b>						
*Project 3 Due*						
*Quiz 3*						
Week 11	November	<b>2</b>	3	<b>4</b>	5	6
<b>More Rigging &amp; Scripting</b>						
Week 12		<b>9</b>	10	<b>11</b>	12	13
<b>Virtual Cinematography &amp; Lighting</b>						
Week 13		<b>16</b>	17	<b>18</b>	19	20
<b>More Python and Maya API</b>						
Week 14		<b>23</b>	24	<b>25</b>	<i>26</i>	<i>27</i>
<b>Rendering, Workshop</b>						
<<-- Thanksgiving Holiday -->>						
Week 15	December	<b>30</b>	1	<b>2</b>		
<b>Workshop</b>						
*Quiz 4*						
*Final Production/Project Due*						
Exam Date:	Friday, December 4, 7:00 - 10:00 p.m.					

"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