

:: Week 11 ::

Intro to the FINAL

:: Final ::

Create an animation* in the style of your choosing. Your film should clearly illustrate that you have a firm grasp on the principles of animation and stylized acting.

You have 5 weeks to complete your final

Each week you must post to the blog:

- pre-production materials that are due
- any new animation created
- update on your progress with regards to your timeline and state of mind

*consists of film and corresponding pre-production materials

:: Medium ::

- style of your choosing
- can be a narrative or abstract

:: Length ::

Length of animation varies depending on the type and complexity of your piece. **You will get a specific time frame set forth in an individual meeting.** Below is a working time frame:

- Traditional 2D: **1 min**
- Stop Motion: **1 - 2 min**
- Computer Animation: **2 1/2 - 3 min**

Timeline

Nov

9 Introduce final; Brainstorming Games; Inspirational Animations

16 Individual & Peer to Peer Meetings



23 No class - Happy Thanksgiving

30 Class share out & critique

Dec

7 Meetings & in class work/game

14 **Final Due - Present in class**

Timeline

9

Introduce final; Brainstorming Games; Inspirational Animations

Nov

16

20 Minute Meetings



1. two line pitch
2. medium
3. storyboard
4. animatic w/ sound
5. timeline

if with characters

if abstract

6. model sheets
7. character breakdowns
8. script (if narrative)

6. mood board
7. sound track
8. animation tests or sound read (bring xsheets)

23

No class - Happy Thanksgiving

30

Class share out & critique

7

Class share out & critique, games, individual meetings as needed

14

Final Due - Present in class

Dec

Timeline

9 Introduce final; Brainstorming Games; Inspirational Animations
16 Individual Meetings

Nov

20

Individual meetings (Sunday afternoon)

MANDATORY: if you were given a red or yellow light

OPTIONAL: if you were given a green light

23

No class - Happy Thanksgiving

1. everything due on 16th 100% completed and posted to blog
2. sound recorded and read
3. animation (20% - 60% complete)



30 Class share out & critique

7 Class share out & critique, games, individual meetings as needed

14 **Final Due - Present in class**

Dec

Timeline

Nov

- 9 Introduce final; Brainstorming Games; Inspirational Animations
- 16 Individual Meetings
- 23 No class - Happy Thanksgiving

30

Class Share Out & Critique

20 minute presentations with feedback
come prepared with any questions you may have or places you feel stuck

1. reworked two line pitch
2. reworked full animatic w/ sound
3. animation to date (40% - 70% complete)
4. post animation with update to the blog

Dec

- 7 Class share out & critique, games, individual meetings as needed
- 14 **Final Due - Present in class**

Timeline

Nov

- 9 Introduce final; Brainstorming Games; Inspirational Animations
- 16 Individual Meetings
- 23 No class - Happy Thanksgiving

30 Class share out & critique

Dec

7

Class share out, crit, games & individual meetings as needed

10 minute presentations with feedback
come prepared with any questions you may have or places you feel stuck

1. animation 90%-100% completed
2. start editing
3. foley recorded; start editing sound
4. post animation with update to the blog

14 **Final Due - Present in class**

Timeline

Nov

- 9 Introduce final; Brainstorming Games; Inspirational Animations
- 16 Individual Meetings
- 23 No class - Happy Thanksgiving

30 Class share out & critique

7 No class - individual meetings if you would like

Dec

14

Final Presentations

20 minutes each

1. final animation with sound uploaded onto class computer prior to 9 AM
2. cd or dvd of your work from this semester
3. final posted to blog with reflection

:: hw week #11 ::

First Week of Final

16

20 minute Meetings (individual & peer to peer)

