Computer Animation II

Cognitive Science 266
Hampshire College
spring 2005

ASH room 126
Monday and Wednesday, 10:30-11:50am

Instructor:
    Chris Perry
    559-5476
    perry@hampshire.edu
    office hours: Wednesday 1:30-3:00pm
                  Thursday   10:30am-noon

Teaching Assistance:
    Class email list:
      cs266s05@lists.hampshire.edu

    Animation mailing list:
      animation@lists.hampshire.edu
      sign up for both at lists.hampshire.edu

Class web page:
    helios.hampshire.edu/perry/classes

26 class meetings total
first class: Wednesday January 26
no class: Monday March 14 (spring break)
              Wednesday March 16 (spring break)
              Wednesday April 6 (advising day)
last class: Wednesday May 4

Class will be canceled if Hampshire is closed
due to weather. Call 559-5508 after 6:30am on
the day of class to check if school is closed.

Prerequisites:
    Computer Animation I (CS 174) or its
    equivalent. A working knowledge of
    Maya version 6.0 or greater is *required*.

    Whether or not you meet the prerequisites
    for the course will be determined by the
    first assignment. If you fail to hand in a
    fully-complete first assignment you will
    be asked to drop yourself from the class.

Expectations:

Students can expect the instructor to be well-prepared for class, to encourage discussion, to be knowledgeable in the subject area, to be committed to each student's learning, to be available during office hours, to respond to phone and email messages promptly, and to review each handed-in assignment.

Students are expected to complete and hand in every assignment for the course by the beginning of class on Wednesday May 4, 2005. If a student ever falls two assignments behind they will not receive an evaluation in the course (five-college students will not receive a passing grade). If a student is told to redo an assignment it means that what was handed in *does not count* as a completed assignment. Late assignments will be accepted but they may not receive evaluative comments from the instructor.

The instructor will make sure that open lab time is available on machines equipped to do the assignments. Students who choose to work on different machines accept responsibility for getting their assignments into a deliverable form by the due date. Students are expected to try and debug whatever hardware and software problems they might have, but they should contact their classmates, the instructor, and/or the broader animation community if the problems keep work from being completed.

Regular attendance is expected. Students who miss more than two classes will not receive an evaluation for the course. Tardiness of more than 10 minutes will be counted as an absence.

Students are expected to participate in class discussions with some regularity. Consistently quiet students may be called on in class to answer questions or provide comments.

Students are expected to sign up for the class email alias (see details at left) and check their email at least once a day.

Students are encouraged to contact the instructor regularly to make sure their attendance record and assignments are satisfactory.