

Computer Animaion II syllabus, spring 2009
Hampshire College CS 266

DAY	DATE	num	description	due	assignment	screening
Wed	28-Jan	1	SNOW DAY Was: Intro, overview, In-class screening and discussion. Introduction to HELGA.		Assignment 1 (pre-requisite). Due Monday.	Was: Tir Nan Og
Mon	2-Feb	2	Watch assignment 1. GEOM: single-skin modeling. Bay Raitt. Edge loops. Refining the cube. Introduce poly tools.	Assignment 1 (pre-requisite)	Read "Digital Sculpture Techniques" by Bay Raitt. Assignment 2 (single skin poly model).	
Wed	4-Feb	3	GEOM: single-skin modeling (continued). In-class screening and discussion to set up the film journal.		Response Paper 1 (TBA) due Monday. Watch animated GIF's on Bay's website.	Tir Nan Og
Mon	9-Feb	4	GEOM: single-skin modeling (continued)			
Wed	11-Feb	5	ARTIC: deformation basics. Weights.	Assignment 2 (single-skin poly model)	Assignment 3 (articulate the model).	Tiji - Le Ballon
Mon	16-Feb	6	ARTIC: control basics. Constraints, expressions, connections.			
Wed	18-Feb	-	NO CLASS (advising)			TBA
Mon	23-Feb	7	ANIM: the character. Pose-based approach.	Assignment 3 (articulated model)	Assignment 4 (animated character)	
Wed	25-Feb	8	ANIM: the character			TBA

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Mon	2-Mar	9	SHADE: 3D paint. Building complex shading networks.	Assignment 4 (animation) playblast	Assignment 5 (shade and light)	
Wed	4-Mar	10	SHADE/LIGHT: Building complex shading networks. Using render layers.			TBA
Mon	9-Mar	11	LIGHT: compositing rendered frames in shake			
Wed	11-Mar	12	Watch final HQ movies, discuss final projects.	Assignment 5 (final HQ movie)		
Mon	16-Mar		NO CLASS (spring break)			
Wed	18-Mar		NO CLASS (spring break)			
Mon	23-Mar	13	PROD: Using HELGA and SVN in depth.		Final project proposal	
Wed	25-Mar	14	ANIM: Camera animation and configuration. Motion paths, depth of field, atmospheric perspective.	Final project proposal	Final project milestone 1	TBA
Mon	30-Mar	15	GEOM: Subdivision surfaces			

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Wed	1-Apr	16	ARTIC/SHADE: Blend shapes, TBA			TBA
Mon	6-Apr	17	WIP review	Final project milestone 1	Final project milestone 2	
Wed	8-Apr	18	ANIM: Dynamics (particles, rigid bodies, cloth)			TBA
Mon	13-Apr	19	LIGHT: global illumination, lighting in the comp			
Wed	15-Apr	20				TBA
Mon	20-Apr	21	WIP review	Final project milestone 2	Finish final projects!	
Wed	22-Apr	22				TBA
Mon	27-Apr	23				
Wed	29-Apr	24	Final project screening	Final project FINAL and short film journals		