Rough Schedule

**MONDAY 6/19/2017**

Rachel in @5pm in OMA

**TUESDAY 6/20/2017**

Load in and check out spaces - Final adjustments to Curriculum

**WEDNESDAY 6/21/2017**

*AM - Community Building – Zoetropes - Flipbooks - Paper Animation Lecture \*\**

*\*\*Larger paper shapes on floor with Camera Above*

*PM - Additional Principles to use - Animation Play Time - Idea Generation Brain Storm*

10a Check in

10:15a Ice Breaker Game \*\* LOOK UP

10:30a Zoetrope/History Lecture

>Straight Ahead

>Pose to Pose

>Loops

10:45a Zoetropes Work Time

11:30a Sequential Shapes – Cut out 2 shapes – Now Cut out In-between shapes to create a morph

12:00p Lunch

1:00p Paper Shape Lecture + Intro to Dragonframe

>Dragonframe Interface

>Dragonframe Tools

>Spacing

>Easing

>Replacement

1:30p Paper Shape Animation Time

3:30p Share Time

3:45p Brain Storm Clean-up:

>On Board “what do you think of when you hear; “long”, “wide”, “tall”, “corner”, “wrap” >Handouts for Cube Screen & Homework for next class possible theme: “Every 20 minutes the weather changes” \*\* sky is the limit… don’t worry about what you are capable of doing… just come up with the ideas. BRING IN 2 IDEAS!

4:00p Good byes -- Be on time for Sharing in the morning!

**THURSDAY 6/22/2017**

*AM - Pixilation Introduction + Green Screen & Play, Finalizing Ideas*

*PM - Final Ideas Productions*

10a Introduction to Pixilation & Light Animation

>Screen examples

>Handout with Pixilation Tricks to try (stills from “neighbors”/Music Videos etc)

>Relationship between director and actor – group assignments

10:45a ALTER IDEAS BASED OFF OF PIXILATION INFO -1 MINUTE PER IDEA-- Idea Share from HOMEWORK (pin-up ideas)

11:30a \*\* Final Group Formation \*\*

>Narrow down into 3 transitions/stages for the final concept – Optional - Assign group members to these sections

12:00p Lunch ++ Continued Group Development and Plan

1:00p Final Ideas Production time

3:45p Clean-up - HOMEWORK: MAKE LISTS OF FINAL ITEMS NEEDED

4:00p Goodbyes

**FRIDAY 6/23/2017**

*AM - Intro to compositing*

*PM - Finishing Films*

10a MEET IN LAB - Introduction to After Effects and Compositing with Footage from Workshop

>After Effects Interface

>COMPOSITION FOR THE CUBE SCREEN

>Layers: Position, Scale, Rotation, Transparency, Anchor

> Stopwatch

>Tools: Masks

>Adjustment Layers

>Effects

> Green Screen Functions

11:15a After Effects PRODUCTION TIME

12:00p Lunch

1:00p Finalizing Films

2:30p Share Time

3:00p Final Touches

3:45p Clean-up + Surveys?

4:00p Goodbyes + Announcement of when up on cube?