

DAY	Week	DATE	ACM 216 - 3D Character Animation
M	1	10-Jan	Intro to class
W	1	12-Jan	Animation esthetics
M	2	17-Jan	HOLIDAY
W	2	19-Jan	Of Mice and Menus - The Maya User Interface BOOT CAMP
M	3	24-Jan	Principles of animation - Curves, tracks, keypoints cushioning.
W	3	26-Jan	Track editor / channel editor
M	4	31-Jan	Motion curves
W	4	2-Feb	Inside Maya - Data structures, nodes, attributes, what happens when you render an object?
M	5	7-Feb	PROJECT 1 DUE - basic rigid animation
W	5	9-Feb	Model a "toon" caterpillar.
M	6	14-Feb	Creating three bones.
W	6	16-Feb	Connecting bones to skin
M	7	21-Feb	President's Day HOLIDAY
W	7	23-Feb	PROJECT 2 DUE - CATERPILLER
M	8	28-Feb	planning your story
W	8	2-Mar	cameras
M	9	7-Mar	secondary motion
W	9	9-Mar	Path constraints - finding the floor
M	10	14-Mar	Motion Capture
W	10	16-Mar	review
M	11	21-Mar	SPRING BREAK
W	11	23-Mar	SPRING BREAK
M	12	28-Mar	PROJECT 3 DUE - HUMAN SKELETON
W	12	30-Mar	MID TERM EXAM
M	13	4-Apr	Brief view of MEL
W	13	6-Apr	Intro to morph targets.
M	14	11-Apr	Modelling "neutral face"
W	14	13-Apr	Creating extremes
M	15	18-Apr	Assigning morph control channels
W	15	20-Apr	Animating to a voice track
M	16	25-Apr	PROJECT 4 DUE - FACE USING MORPH TARGETS
W	16	27-Apr	Review
M	17	2-May	Review
W	17	4-May	LAST DAY OF INSTRUCTION
M	18	9-May	FINAL EXAM