

DAY	Week	DATE	ACM 220 - Lighting and Cinematography
M	1	22-Aug	Intro to class
			Maya user interface review
W	1	24-Aug	
M	2	29-Aug	Maya user interface review
W	2	31-Aug	Basic lighting and camera in the real world
M	3	5-Sep	NO CLASS - LABOR DAY
W	3	7-Sep	Lights in Maya - differences from real world
			First assignment, bring in really good looking photographs of real world object. Discuss. These will be the content of the first assignment.
M	4	12-Sep	
			Shadows, ray tracing, shadow maps, costs/benefits. Goebbel mapping and Caustics.
W	4	14-Sep	
M	5	19-Sep	Surfaces and materials review
W	5	21-Sep	Advanced shader network tricks
			Cameras in Maya, Lenses, telling a story with focal length.
M	6	26-Sep	
			First project due - basic composed and lit scene.
W	6	28-Sep	
M	7	3-Oct	Design a scene - Christmas card
W	7	5-Oct	Esthetic issues in design of card.
			Render quality issues, sampling, jitter, over-sample.
M	8	10-Oct	
W	8	12-Oct	Review
M	9	17-Oct	MID-TERM
W	9	19-Oct	Motion blur
M	10	24-Oct	Simulating depth of field
			Grain - mimicing what people are used to seeing in film.
W	10	26-Oct	
M	11	31-Oct	Intro to Mental Ray
W	11	2-Nov	Shader differences in Mental Ray
M	12	7-Nov	progress review of card
W	12	9-Nov	Work on final projects
M	13	14-Nov	Render a scene using Mental Ray
W	13	16-Nov	Intro to Renderman
M	14	21-Nov	Writing custom shaders
		23-Nov	Work on final projects
		28-Nov	Work on final projects
		30-Nov	Final Projects due - Christmas card image
		5-Dec	Review
		7-Dec	FINAL EXAM