

Stop-Motion Tentative Schedule		Spring 2024
<i>Date</i>	<i>Class time</i>	<i>HomeWork/ Value %</i>
M Jan 15	Introduction to course content: Examples Presentation: 2D Stop Motion: Personal Stories Research directions/ Studio lottery. Hand out cameras and tripods.	<i>Write one page journal about personal story and Email Claudia 2.5 pts</i>
W Jan 17	<i>set up studio.</i> Demo: camera basics/ Lighting Introduction to Dragon Frame Pixelation sense of time/ exporting to Premiere	
F Jan 19	Demo: DragonFrame process/ workday	<i>Shoot Sequence</i>
M Jan 22	workday	Finish shooting sequence
W Jan 24	Progress Critique: completed sequence in studio Demo: Exporting to Image Sequence or movie. Importing to Premiere Pro	(5% of final grade)
F Jan 26	Demo: Introduction to Premiere Pro/ workday	<i>work in 206</i>
M Jan 29	Demo: Adding Sound: using garage band/ logic if desired. Jack Braun demo?	
W Jan 31	Presentation: Unusual Characters: used for social commentary And final project. Workday in 206	<i>One page journal about social comment Email Claudia 2.5 pts</i>
F Feb 2	Critique: 2D stop motion	10 % of final grade)
M Feb 5	Demo: Creating Armatures, creating outer elements Workday- characters	Build character
W Feb 7	Demo: sewing/piecing/textures Workday	Build character
F Feb 9	Workday:	Build character
M Feb 12	Progress Critique: progress critique characters built 75%	5% Build character
W Feb 14	Workday: One minute shooting sequence of character in DragonFrame Shooting from 2 camera angles	Prepare presentation Build character
F Feb 16	Workday: One minute shooting sequence of character in DragonFrame Shooting from 2 camera angles	Build character
M Feb 19	Progress critique: Unusual Characters complete/ basic image sequence brought into Premiere Pro	(5 % of final grade) Artist Research due: Email Claudia 2.5 pts
W Feb 21	Workday	Build character
F Feb 23	workday	Build character
M Feb 26	Progress Critique: Character timeline complete /visual editing done	5 %
W Feb 28	<i>workday: audio/ final sweetening/filters</i>	
F Mar 1	Final Critique: Unusual Characters One- minute edited sequence with simple audio. (DO NOT LEAVE EARLY!)	10% final grade
Mar 2-17	Spring Break	
M Mar 18	Presentation: A sense of place	

W Mar 20	Demo: Rigging and set design construction	
F Mar 22	Progress critique a sense of place: drawings (material or computer) (images of style and materials from research)	(5% of final grade)
M Mar 25	Demos as needed and Workday: set/object building Wood, mesh, plaster, clay, etc.	
W Mar 27	Demos as needed and Workday: set/object building	
F Mar 29	Progress critique a sense of place construction	(5 % of final grade)
M Apr 1	Presentation of Final Project Development: Putting it Together: A sense of Time/ Place/Character and abstract narrative. workday	Journal about project, <i>Email Claudia 2.5 pts</i>
W Apr 3	workday	
F Apr 5	Critique: Creating a sense of place: building a set and sound. One minute sequence with Lighting and Character presented	(10 % of final grade)
M Apr 8	Progress Critique Students Present Storyboard Plans for Final Project	(5% of final grade)
W Apr 10	Workdays Individual conversations/ Examples of Professional Video	
F Apr 12	Progress Critique: Final Project shooting 30% done: (~60-90 seconds)	(5% of final grade)
M Apr 15	workday	
W Apr 17	workday	
F Apr 19	Progress Critique: shooting 60% done: (~2-3min)	(5% of final grade)
M Apr 22	Workday and Demos : Demo: intermediate editing: Effects, markers, timing/Keying <i>Demo:</i> advanced Layering techniques in Editing. Nested Clips.	
W Apr 24	workday	
F Apr 26	Progress Critique: 90% done (4-min) including sound	(10% of final grade)
M Apr 29	workday	
W May 1	workday	
F May 3	Final Critique 110% done, all revisions done in response to crits and personal vision.	(25% of final grade)
M May 6	Final Portfolio Due by Noon (or before) (Stop Motion Video Festival?)	

Journals: 10% (2.5 x4)

2D Stop Motion: Personal Stories 15%

Character: 20%

Set: 20%

Final: 35%