Announcements

- Checkoffs from Chap 1
- Read Chap 2, Sec 2 for next time
- Reading Quiz due

Top 10 List – Surviving CompSci 4

10. Ask Questions
9. Read the Book
8. Visit your professor in her office
7. Learn how to spell Rodger
6. Start early and keep working until it is correct

Top 10 List (cont)

5. Read the Compsci 4 bulletin board - Piazza
4. Attend class – Be on time!
3. Disconnect (email, facebook, chat, text) and focus/think about what you are doing
2. Seek help when stuck (1 hour rule)
1. Keep number for Randy’s Pizza handy
Animation Programs: Scenarios and Storyboards

• 2-step process for creating animations
  – Step 1: Design (today)
  – Step 2: Implementation (next time)

Step 1: Design

• Decide on problem to be solved
  – Often problem is given to you, by instructor or boss
  – Other times, you make it up!
  – We will do both

• Design a solution
  – Use a storyboard design

Example Problem (scenario)

• The scenario is:
  A robot has landed on the moon and is out looking around. Suddenly an alien peeks out. The camera zooms in to get a good look, then pans out. The robot turns his head to look and walks over and the alien hides. The robot turns to look at the camera and says, “Houston, we have a problem!”

• The problem is:
  How can we create this animation?

Designing a Solution

• First decide on objects for the scene
• Then, create a storyboard
  – A list of actions
• A storyboard can take two forms
  – Sketches
  – Textual “to do” list
Objects in the scene

- Objects: robot, alien, lunar lander, rocks
- Opening scene: a moon scene
- A quick sketch:

Don’t have to be an artist!

Storyboard Template

- Scene number
- Scene sketch (picture)
- Description
- Sound
- Text

Start of Storyboard

List of objects:
Space ship, robot, rock, alien

Alien appears

Robot turns and moves forward

Storyboard in Text form

- Animation artists (Disney or Pixar) sketch their storyboards
- You may not have such expertise, so can also use a textual form

Alien pops up and makes noise.
Robot turns head and moves toward alien.
Camera zoon in and alien drops back behind rock. Camera zooms back out.
Robot faces camera, turns red and says “Houston we have a problem!
Like a “to do” list
How does Pixar make movies?

1. **A STORY IDEA IS PITCHED**
   A Pixar employee pitches his or her idea to other members of the development team in a way that's reminiscent of a sales pitch. The next challenge is to get the audience to believe in the idea and see the possibilities in it.

Storyboard example
Princess and Knight story

- The princess and knight love each other and are 10m apart.
- The princess curtsys, the princess jumps up and does 5 forward flap, lands back down.
- The knight lands in princess original position.
- The knight bows at the same time.
- The princess moves up and shakes his sword. 3 lands back down.

2. **THE TEXT TREATMENT IS WRITTEN**
   A treatment is a short document that summarizes the main idea of the story. Sometimes, many treatments of the same idea will be written in order to find the right balance between old ideas and new possibilities, which will be filled in later by development and storyboard artists.

3. **STORYBOARDS ARE DRAWN**
   Storyboards are like a hand-drawn comic book version of the movie and serve as the blueprint for the action and dialogue. Each storyboard artist receives script pages and a "beat outline," a map of the characters' emotional changes that need to be seen through actions. Using these as guidelines, the artists envision their assigned sequences, draw them out and then "pitch" their work to the director.

- Also list all objects in story in a list format.
Example 2 – Storyboard, artist

• You don’t have to be artist, stick people ok

Today’s class and assignment

• Write two storyboards and camera control exercise
  – Use storyboard sheets
  – Get checked off for Classwork 3
  – MUST FINISH AS HOMEWORK if don’t complete in class
• For next time
  – Read Chapter 2, section 2, and tips and tech 2
  – Reading quiz before next class

Camera Control

• Remembering a Camera Position
  – May move the camera, then want to move it back
  – May want to remember a good camera position
• Use a Dummy Camera Marker
  – ALWAYS save original camera position
  – See handout