Announcements

• Checkoffs from Chap 1 - after your work today
• Read Chap 2, Sec 2 for next time
  – (only read, don’t do it in Alice yet)
• Reading Quiz

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. Keep working until it is correct

Top 10 List (cont)

5. Read the Compsci 4 bulletin board
4. Read the book
3. Start Alice assignments early
2. Seek help when stuck (1 hour rule)
1. Keep Poppa John’s number 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 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:

  ![Sketch](image)

- Don’t have to be an artist!

Storyboard Template

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

A Storyboard

Initial scene

![Initial scene](image)

Alien appears

![Alien appears](image)

Robot turns and moves forward

![Robot turns and moves forward](image)

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.
  Alien drops back behind rock.
  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 real challenge is to get the audience to believe in the idea and see the possibilities in it.

From Pixar website

2. The text treatment is written
   A treatment is a short document that summarizes the main idea of the story. Sometimes, story treatments of the same idea will be developed in order to find the right balance between solid ideas and open possibilities, which will be filled in later by development and storyboard artists.

From Pixar website

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/or a “story outline,” a map of the characters’ emotional changes that need to be seen through action. Using these as guidelines, the artists envision their stages in sequence, draw them out and then “pitch” their work to the director.

Today’s class and assignment

- Finish work from last class
  - Get checked off
- Write a storyboard
  - Get checked off
- For next time
  - Read Chapter 2, section 2, and tips and tech 2
  - Reading quiz before next class