

- 8/28:** Introduction to the class. Review of syllabus.  
Project 1: Storyboarding is assigned with sketches and roughs due by class 3.
- 8/30:** Review of student research and overlook of Storyboarding techniques.
- 9/4:** Critique and discussion of the sketches and roughs.
- 9/6:** Critique of work in progress for project 1.
- 9/11:** Critique of work in progress for project 1.
- 9/13:** Critique of work in progress for project 1.
- 9/18:** Project 1: Storyboards due.  
Project 2: Text Sequence and Narrative assigned.
- 9/20:** Text Sequence and Narrative sketches and roughs due.
- 9/25:** Critique of work in progress for project 2. An overview of tricks and tips for using AfterEffects.
- 9/27:** Critique of work in progress for project 2.
- 10/2:** Critique of work in progress for project 2
- 10/4:** Critique of work in progress for project 2.
- 10/9:** **COLUMBUS DAY CLASSES (NO CLASS)**
- 10/11:** Project 2: Text Sequence and Narrative due.  
Project 3: Movie Title Sequence assigned.
- 10/16:** Movie Title Sequence sketches and roughs due.
- 10/18:** Critique of work in progress for project 3.
- 10/23:** Critique of work in progress for project 3.
- 10/25:** Critique of work in progress for project 3.
- 10/30:** Critique of work in progress for project 3.
- 11/1:** Critique of work in progress for project 3.
- 11/6:** Project 3: Movie Title Sequence due.  
Project 4: "How To" assigned.
- 11/8:** "How To" sketches and roughs due.
- 11/13:** Critique of work in progress for project 4.
- 11/15:** Critique of work in progress for project 4.
- 11/20:** Critique of work in progress for project 4.
- 11/22:** **THANKSGIVING BREAK (NO CLASS)**
- 11/27:** Critique of work in progress for project 4.
- 11/29:** Critique of work in progress for project 4.
- 12/4:** Critique of work in progress for project 4.
- 12/6:** "How To" due with burned DVDs of all semesters work.

*Please note that this schedule is subject to change in reference to discussions, demonstrations, workshops and speakers. However your due dates will not change.*