**University of the Incarnate Word**

ANGD 4150 · Senior Thesis Production Mgmt

Spring 2023 · Rooms: AD: 406 & 407

Class Meets: M/W 7:30am-10:15am

Professors: Sidler, Gallardo & Garcia

**Professor Emily Sidler Professor Carlos Garcia Professor Justin Gallardo**

Office: AD 401 Office: AD 402 Office: AD 408

Office Hours: T/Th: 10:30am-12pm Office Hours: Th: 1:00pm-2:45pm Office Hours: M: 1:30pm-2:45pm

Friday: Friday: 10:30am-2pm T/Th: 9-10:15am, Friday: 10:30am-2pm

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**Course Description:** This studio/lecture course is the second in a two-course series (along with ANGD 4440, Senior Thesis Production II) in which a complete narrative project or game is conceived, designed, produced, and submitted for submission at festivals. This project is completed as part of a team.

**Outcomes:** Upon successfully completing this course, the student will be able to: Organize and develop a project within team dynamics; Create sophisticated game mechanics; Assemble 3D elements into complete game; Create effective and dynamic sound design for interactive media; QA game play.

Sustain engaging narrative flow; Understand effective cinematic technique through virtual storytelling; Render complex compositions using current technologies; Edit compelling narrative structure

**Audience:** This is a Senior level course required for all BFA ANGD majors.

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| **Date** | **Description** | **Assignment Due** |
| 8/26 | Introductions/First Sprint Assignments |  |
| 8/28 | Work/Critique Day |  |
| 9/2 | **Labor Day-No Class** |  |
| 9/4 | *Individual Check-ins* | Individual Turn-Ins (Shotgrid Update & Forum Post) |
| 9/9 | ***First Sprint Review*** | Individual Turn-Ins (Shotgrid Update & Forum Post) |
| 9/11 | *Individual Check-ins* | Individual Turn-Ins (Shotgrid Update & Forum Post) |
| 9/16 | *Individual Check-ins* | Individual Turn-Ins (Shotgrid Update & Forum Post) |
| 9/18 | *Individual Check-ins* | Individual Turn-Ins (Shotgrid Update & Forum Post) |
| 9/23 | **Second Sprint Review** | Individual Turn-Ins (Shotgrid Update & Forum Post) |
| 9/25 | *Individual Check-ins* | Individual Turn-Ins (Shotgrid Update & Forum Post) |
| 9/30 | *Individual Check-ins* | Individual Turn-Ins (Shotgrid Update & Forum Post) |
| 10/2 | **Film/Game Day (Studio Day)**  ***Third Sprint Review*** | **Game Build/Animatic Progress** |
| 10/7 | *Individual Check-ins* | Individual Turn-Ins (Shotgrid Update & Forum Post) |
| 10/9 | *Individual Check-ins* | Individual Turn-Ins (Shotgrid Update & Forum Post) |
| 10/14 | *Individual Check-ins* | Individual Turn-Ins (Shotgrid Update & Forum Post) |
| 10/16 | ***Fourth Sprint Review*** | Individual Turn-Ins (Shotgrid Update & Forum Post) |
| 10/21 | ***Midterm Presentations Rehearsal(Subject to Change)*** | **Midterm Presentation** |
| 10/23 | *Game Build Day/Individual Reviews* | Individual Turn-Ins (Shotgrid Update & Forum Post) |
| 10/25 | *Midterm Presentation(1pm-5pm in Library Auditorium)* | **Game Build/Animatic Progress** |
| 10/28 | **Class starts at 9AM**  *Address notes from Midterm Presentation/Plan* | Individual Turn-Ins (Shotgrid Update & Forum Post) |
| 10/30 | *Individual Check-ins* | Individual Turn-Ins (Shotgrid Update & Forum Post) |
| 11/4 | *Individual Check-ins* | Individual Turn-Ins (Shotgrid Update & Forum Post) |
| 11/6 | *Individual Check-ins* | Individual Turn-Ins (Shotgrid Update & Forum Post) |
| 11/11 | **Animatic Film/Game Lock Down**  **Fifth Sprint Review** | Individual Turn-Ins (Shotgrid Update & Forum Post) |
| 11/13 | *Individual Check-ins* | Individual Turn-Ins (Shotgrid Update & Forum Post) |
| 11/18 | *Individual Check-ins* | Individual Turn-Ins (Shotgrid Update & Forum Post) |
| 11/20 | *Individual Check-ins* | Individual Turn-Ins (Shotgrid Update & Forum Post) |
| 11/25 | **Sixth Sprint Review**  ***Final Progress Temp*** | Individual Turn-Ins (Shotgrid Update & Forum Post) |
| 11/27 | ***Thanksgiving Break-No Class*** |  |
| 12/2 | *Individual Check-ins* | * **Temp Final Game Build/Animatic Progress** |
| 12/4 | *Individual Check-ins* | * Individual Turn-Ins (Shotgrid Update & Forum Post) |
| 12/9 | **Final Sprint Review** | * **Temp Final Game Build/Animatic Progress** * Individual Turn-Ins (Shotgrid Update & Forum Post) |
| 12/11 | **FINAL Project Check-ins Check-Ins** | * **Winter Break/Spring Semester Plan** * **Shotgrid Updates** * **FINAL Game Build/Animatic Progress** |

**Grading Activities:** Your final grade will be based upon attendance, individual check-ins, and group presentations. Your grade will be based upon the percentage of 100 pts you have earned. 100-90=A, 89-80=B, 79-70=C, 69 and below =F.

**Output:** 1080 HD short film or playable game.

**Attendance:** Attendance is mandatory. After one absence, each additional absence will result in a letter drop in your final grade.

**Projects** Make every project you turn in count. No late assignments accepted.

**UIW Course Policies, Guidelines and Accommodation:** This course complies with all UIW academic policies and federal guidelines, including but not limited to: academic integrity, disability accommodations, pregnancy accommodations, Title IX non-discrimination, and class absences for religious observances. Current policy statements will be provided to all students through the learning management system and in information provided in the first day of class. <https://www.uiw.edu/academics/academicpolicies.html>