DRAFT	AbTeC	Skins KSS Workshop 3	
Friday 30 January	Section Title	Description	Responsible
9:30 - 10:00	Recap / Overview	Review of last workshop(s) • Steve Sanderson talked about his experiences as a comic book artist. We watched the movie version of his comic, "title". [Moh + Steve's work] • Eric presented the roles and processes of video game production. [show .pdf] • Learned basic object & character building techniques in Blender [show some images of what was made] Recap of Day 5s Preview this workshop • Beth Dillon • Time to Choose! • Animation • (Unreal)	Skawennati Jason
10:00 - 10:50	Game Development Process	Introducing Beth & Myron Beth A. Dillon, writer, gamer, etc will talk about games & stories. Myron A. Lameman, filmmaker, gamer, will talk about film, machinima & stories.	Beth Myron
11:00 - 11:50	Animation I	 What is animation? 12 principles of animation Intro to Qavimator (camera, scrollers, timeline) 	Mo & Cassandra

12:00 - 1:00	Lunch		
1:00 - 1:50	Roles	Describing the must-haves in any team: 1. designer 2. artist 3. programmer Deciding what you want to do.	Beth Beth
2:00 - 2:50	Animation II	 Straight ahead vs pose-to-pose Drawing concepts (the bouncin' ball) 	Nancy, Cassandra
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9:30 – 9:50 am	Animation III	Qavimator - example and start building the animation step-by-step(jump)	Cassandra
10:00 - 10:50	Animation IV	 finish animation (30 min) export to Second Life (10 min) Show the pipeline used to build animation in other 3D software (power point presentation) (10 min) 	Cassandra, Mo, Nancy
11:00 - 11:50	Stories	How stories can be adapted 1. characters 2. themes 3. storylines Deciding what stories to tell.	Beth with Myron

12:00 - 1:00	Lunch		
1:00 - 1:50	Teams I	Sharing the stories teams have chosen. Sorting out how teams will function going forward.	Beth with Jason, Skawennati,
2:00 - 2:50	Teams II	Teams start working together.	Beth with Jason, Skawennati
3:00 - 3:30	Review / Preview	1. What We Did2. What We'll DoDay 5sNext workshop	Skawennati Jason

Presenting examples of

- Second Life environments for fun, role-playing, storytelling.
- 2nd technology environments made by students, artists, small groups
- the three games AbTeC made during our last workshop.