

DRAFT	AbTeC	Skins KSS Workshop 3	
Friday 30 January	Section Title	Description	Responsible
9:30 - 10:00	Recap / Overview	<p>Review of last workshop(s)</p> <ul style="list-style-type: none"> • 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] <p>Recap of Day 5s</p> <p>Preview this workshop</p> <ul style="list-style-type: none"> • Beth Dillon • Time to Choose! • Animation • (Unreal) 	Skawennati Jason
10:00 - 10:50	Game Development Process	<p>Introducing Beth & Myron Beth A. Dillon, writer, gamer, etc will talk about games & stories.</p> <p>Myron A. Lameman, filmmaker, gamer, will talk about film, machinima & stories.</p>	Beth Myron
11:00 - 11:50	Animation I	<ol style="list-style-type: none"> 1. What is animation? 2. 12 principles of animation 3. Intro to Qavimator (camera, scrollers, timeline) 	Mo & Cassandra

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	<ol style="list-style-type: none"> 1. What We Did 2. What We'll Do <ul style="list-style-type: none"> ◦ Day 5s ◦ Next 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.