
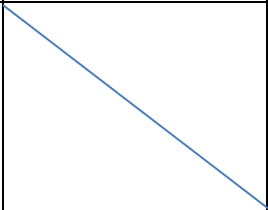
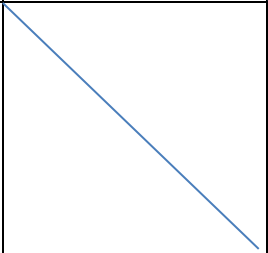
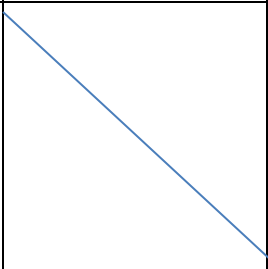


## January 2019

	<b>Monday January 21</b>	<b>Tuesday January 22</b>	<b>Wednesday January 23</b>	<b>Thursday January 24</b>	<b>Friday January 25</b>
<b>Digital Design II</b> <b>Periods 1 &amp; 6</b>		Character Animator Bootcamp handout.  Draw your character on paper; a likeness of yourself or some creation of your own.  Performance capture basics;	Begin to customize your character with new skin, fur, whatever on the new layer in PS using the Blank Face image in the Start workspace in ChAni	Getting to know your way around; using Rig mode; view the project panel, history panel, puppet panel, record mode, facial features	Creative Time! Adding more facial features; adding a body; exploring triggers and swaps, rigging limbs and 'dangle'
<b>Digital Design I</b> <b>Period 3, 5, 6</b>		Finish watching Avatar; check students photographs of themselves and take photos of students that did not bring in their own.  Walk students through the process using a person they download from the Web	Continue walking through the transition to Avatarism with celebrity students are using as a model.  Take photos of students in class for those that do not have one. This was a homework assignment and grade!	They should have a full-body image, so all skin, including hands arms should be the same color. Students will be graded on the basis of their selection skills	Students finalize turning themselves into an Avatar from the movie.
<b>AP Computer Science Prin.</b> <b>Period 4</b>		U5 Controlling Memory w/ Variables;  Building an App – Clicker Game	Continue Building an App – Clicker Game	U5 Assessment 1  User Input & Strings	If-Statements Unplugged Boolean Expressions and if-Statements within coding