


January 2019

	Monday January 28	Tuesday January 29	Wednesday January 30	Thursday January 31	Friday February 1
Digital Design II Periods 1 & 6	Creative Time: Add more facial features to your character; tweak eyes or eyebrows; thicker, bigger eyes, colored pupils. Add shadows, filters, narrower eyeballs, tweak the mouth;	Save and check progress in Character Animator; 6. Time to add a BODY! Follow your handout for #6; save periodically and check in ChAni for progress. READ information provided to you!	Triggers & Swap Sets Follow along with #7 for triggers and swaps for items such as eyeballs, eyelids and check progress in ChAni.	Rigging limbs and 'dangle'. Return to Rig mode and experiment with Physics > Dangle > Stiffness in the properties panel (think IK bones in Adobe Animate!)	Time to RECORD! Microphones are available for use during classtime. You will be using the Lip Sync option, Eye Gaze, etc. to make your animation fine creating #9!
Digital Design I Period 3, 5, 6	Continue to work on the nose of your celebrity Avatar. This is the most difficult component and could potentially take 2-3 days so don't get frustrated!	Finalize the nose on your celebrity Avatar. Add markings as needed.	Today is the day! Remove yourself from your environment with superb selections and place on a transparent canvas; Avatarize Yourself!	Avatarize Yourself! Review how to install brushes and shapes for the markings you will be placing on yourself.	Avatarize Yourself! Turn in your Avatar by the end of the period to the P: Turn in your original image as well so we can compare the before/after side by side!
AP Computer Science Prin. Period 4	Continue Lesson 5 App Clicker; reflection on debugging; debugging variables; setText command local & global variables add IF statements to event handler L05 Step 21: Activity Guide: The Clicker Game- begin this today in class. Use the template provided.	Complete the Clicker Game; at 12:15 conduct a Peer Review of another student's game. AP Practice-Create PT-Choosing and Abstraction. Complete today in class or for homework. It will be checked and graded. Unit 5 Assessment 1 for homework. It will be unlocked at noon today.	Begin Lesson 6 User Input & Strings today in class. Discuss Concatenation and Strings and the new code Var x = prompt; str.toUpperCase str.toLowerCase Complete step 3-9	Mad Libs game (steps 10-14) Step 15: String and Substring Free Response Lesson 7: "If" Statements Unplugged Overview, big picture, worked example and Algorithms in Programming.	Ch 1 L08 Boolean Expressions and "If" statements Overview; Intro to Conditionals; Boolean Expression & Comparison Operators; Comparison Operators Practice; Video: Intro to Conditionals; if Statements