

# Course Syllabus

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## FIL 4750C-0001 (10024) EXPERIMENTAL ANIMATION WORKSHOP

### Instructor Contact

<b>Instructor:</b>	Assistant Professor Matt Dombrowski	<b>Term:</b>	Spring 2017
<b>Office:</b>	Main Campus: VAB 105M (Enter through the Front VAB office to check in)	<b>F2F Class Meeting Days:</b>	Tu & Th
<b>Phone:</b>	Email and/or web-courses is the preferred method of contact.	<b>Class Meeting Hours:</b>	2:30PM - 5:15PM
<b>E-Mail:</b>	<a href="mailto:Mattd@ucf.edu">Mattd@ucf.edu (mailto:Mattd@ucf.edu)</a> or via Web-courses/Canvas	<b>Web-Based Content Location:</b>	Online/Canvas
<b>Website:</b>	<a href="http://www.digitalmediamentor.com">www.digitalmediamentor.com</a> ( <a href="http://www.digitalmediamentor.com">http://www.digitalmediamentor.com</a> )	<b>Face to Face Lab Location</b>	VAB 0213B
<b>Office Hours:</b>	Visual Arts Building room 105M Monday and Wednesday 945-1145am Thursday 9-945am	<b>Final Exam Time</b>	Final Critique Thursday, April 27, 2017 1:00 PM – 3:50 PM
<b>16 Week Course Period: 01/09/2017 - 05/02/2017</b>			
<b>Face to Face Course; Web-based material; WWW access, browser, UCF Canvas account and Knights e-mail required.</b>			

## Course Description

**Experimental Animation Workshop: PR: "C" (2.0) or better in FIL 3720C and a satisfactory portfolio review or C.I.**

Individual and group creation of original narrative and non-narrative animation with sound through classic, current, innovative, and hybrid analog and digital methodology. May be repeated for credit. Occasional.

## Course Objectives

In this class, your task is to gradually create:

1. Multiple artistic individual animation pieces for exhibition purposes
2. Original Team-based animation (Narrative or Non-Narrative) for festival/exhibition submission

***Experimental Animation:***

Animation is the process of making the illusion of motion and the illusion of change by means of the rapid display of a sequence of static images that minimally differ from each other.

Animation may be created by executing, and/or combining, any of the following animation methods:

- Traditional animation
- Stop motion animation
- Computer animation
  - 2D digital animation
  - 3D digital animation

***Workshop:***

an intensive educational program for a relatively small group of people that focuses especially on techniques and skills in a particular field.

**Previous Semester Work**

**Your project may depart \*completely\* from all prior work you have made and all preparatory planning you have done in all preparatory animation classes.** You will work in class all semester in true studio style as an individual and a team based artist/ animator/designer—I will assist you with teaching which is based on one-on-one and team based mentorship. At class end, you will present your animated film(s), your series of episodes, or your series of animated pieces for submission for public exhibition and/or film festivals.

**To make creative work this semester, you may choose any medium, and combination of mediums, of animation you wish: 3-D computer, 2-D computer, drawn/scanned, stop-motion, or some kind of hybrid or invented technique of your own.**

You must always treat your work as a very serious and highest quality pursuit. Being this is a 4000 level advance class it is expected that students have adequate reference and an understanding of their future directions as motion artists. By the end of the semester, you should have, multiple, exhibition ready creative works. These works may come in the form of narrative and/or non-linear video art, 3D/2D digital animation, stop motion, motion graphics, or a combination of multiple techniques. You will be graded on the professional polish and presentation of your final works.

In making your work this semester, I want you to focus on the particular tools you need to know to produce work--not all possible tools! Do not obsess on extraneous tools that have no clear relation to your intended exhibition pieces.

Simply put, create, high level work that will help you obtain your career in the creative/animation industry and/or international fine art world.

**Team Expectations**

In addition to individual work, you will be required to produced team based outcomes this semester. At some point in your career you will be required to work with others to produce your creative visions. As in every professional career, group work in the art and animation industry is no different. It will take selflessness, passion and teamwork to, successfully, produce a \*collaborative\* artistic vision. Most importantly it will take patience from each and every one of you during this process.

Teams can contain any number of collaborators as long as they follow the following stipulations:

1. Teams must have 2 or more members
2. Teams must produce an original collaborative, creative outcome. In other words, do not simply be a worker bee for another persons vision.
3. You may be a part of more than one team. Please be aware you will be graded for all course efforts.

It is highly suggested that students asses their skill sets and are honest with their artistic abilities when creating a group for artistic collaboration.

**Course Components and Requirements**

- Students should attend all lectures, demos and assessments
- In addition, participation shall be judged by classroom decorum, discussion preparedness, critique commentary, and the execution of required outside of the classroom research
- Completed projects will meet assignment parameters, show technical and artistic proficiency
- Be ready to attend scheduled critique participation.

**Required Course Materials**

- Access to a stable **Internet** connection (high speed internet recommended) and an **up-to-date web browser** (Firefox or Chrome Recommend)

- Access to Lynda.com tutorials. You can find this for free @ <http://lyndacampus.aa.ucf.edu/> (<http://lyndacampus.aa.ucf.edu/>)
- Access to **personal computer**. This is good to have especially if you are going to major in the Digital Media or Emerging Media tracks.
- Access to **Digital Camera** for reference and concept work
- Note taking supplies of your choice

## Suggested but not required materials

- Wacom Tablet or a Digital Tablet for texture painting

## Supplementary Texts and Materials (Optional...not required unless you wish to further your experience beyond the classroom demos)

- [DigitalTutors.com](http://digitaltutors.com) (<http://digitaltutors.com>) Paid subscription required

## Grading Policies:

You will be graded for your weekly work. Grades may be derived from your individual and/or group based team efforts. For each week, you'll get a grade. The semester grade derives from averaging these 16 weekly letter grades. Finally, I weigh that average alongside certain variables which I have been observing in your case each semester: attendance/absence, your timeliness or lateness, the quality of your work, your individual commitment displayed, your verbal participation in everyone's critiques.

### Redo/Extra Credit Policy:

- There will be **no** extra credit given.
- Grades are **not** rounded up, what you see on Canvas grades is what you get (**no exceptions**). So, please, do not ask.
- Redo grades/projects will **not** be assigned.

## Basis for Final Grade

Your final grade will be determined by the average of your projects, as well as any classroom participation, online quizzes and lecture and lab attendance. Projects will be graded by the instructor on a numerical scale and will be based on the achievement of the objectives specified for the assigned project. Grades will be awarded both technically and aesthetically. The students will not be judged on improvement, but on the execution of the projects' objectives.

Plagiarism **WILL NOT** be tolerated and result in an automatic failure of the course. All work must be 100% created by the student unless media is specifically provided by the instructor to the student. Failure to meet this originality agreement will result in further academic sanctions.

### Grade changing factors included:

Attendance and Class Participation • Class Assignments

\*\*Attendance/Participation. Attendance is calculated at the end of the semester and taken off final grade average.

See your [Assignments Tab](#) for more information regarding assignments.

Grading Scale (%)		
90-100		A
80 - 89		B
70 - 79		C
60 - 69		D
0 - 59		F

## Grade Dissemination:

Graded projects in this course will be returned through the use of Canvas grade book. You can access your scores at any time using "Grades" tab in the Canvas portal. You will receive additional critique and comments via your canvas account. If you need help accessing Canvas Grades please see the Help button at the top right corner of this browser.

Participation each week in this class is required to get a passing grade. It is the responsibility of the student to keep up with the course calendar and weekly workload. Students also must participate in class discussions, face to face and online activities when asked to benefit completely from the instructed course content. Interactive course elements and weekly information can be found in Canvas on the course calendar. I highly suggest you review your calendar before and after each lecture and lab to succeed in this course.

## Grade Distribution Explanation:

The following information should help you understand what I expect to see in each students work and how I determine specific letter grades. Rubrics will be provided for each project but these explanations will further answer the question "why" when it comes to grading. Remember, this is more than a just a button pushing technical class; please treat this as you would any 2D or 3D fundamental core art course. You will find additional grading rubric information on your individual assignment sheets.

**A** - Excellent, high quality craftsmanship and demonstrated motivation for pushing his or her own limits and explored alternative solutions. Student has successfully and creatively completed all requirements for the assignment and demonstrated **outstanding** competencies in the program by displaying creative solutions which possibly required additional research into the program beyond that which is already expected. Project must be turned in on time and in working condition that meets the written requirements before it can even be considered for an "A". Project and assignment has **little to no improvements** needed and student has shown a complete mastery of the objective at hand.

**B** - Above average, good work with obvious experimentation shown. All requirements for the project are met, and the quality of work is good to very good with evidence of doing more than necessary. However, the student left **room for improvement** in quality, skill level or both. Student hasn't completely shown a mastery of the project and has various improvements they still need to make.

**C** – Good, average, acceptable work with room for improvement. **All projects that meet all of the project requirements and are turned in on time in the correct format will fall into the C category first**, then studied carefully to determine if a higher grade is warranted based on the above principles. A "C" means the student has produced work, which meets all of the project requirements and is turned in on time in the correct format, but is lacking exception and demonstrates mediocrity. All requirements for the project are met, but with only the minimum effort, attention to detail, professionalism and overall quality. The student conducted no additional exploration and bare minimum was completed.

**D** – Student has produced below average work with an apparent lack of effort or incomplete work. Probable reasons would include not allowing enough time to complete the project, no motivation, a lack of preparation and research or not following directions. Also, work that is not turned in with the appropriate format such as .jpg or .swf to name just a few. Projects that work and demonstrate proficiency in the program but do not meet the project requirements, i.e. a student turns in a vector graphic cartoon, when the assignment was to create a raster art digital painting. Invalid naming convention will immediately start the students grade at the D level, then further assessment on the project will commence.

**F** - Minimum requirements were not met. Student has not grasped content that was given.

## Workload and goals:

I hope each student comes into this class with a passion for exploring and learning new things relevant to their field of study. This class is structured to encourage curiosity in the methods and tools used to create industry level graphic design. Each student is expected to spend a reasonable amount of time outside of class each day exploring the concepts and programs, even if only satisfying their own curiosity. The more time you spend experimenting with the tools and concepts, the better you will be able to use them successfully.

I am not concerned with the exact amount of time each student spends on the projects, therefore, the time you spend will not be considered into the grade but the amount of time you spend should directly benefit the outcome of your project, which, of course, directly affects your grade.

## Assignment Submission Procedure:

Projects will be required to be submitted via web-courses/Canvas. Students may find the submission link under the assignment tab and the respective assignment that is due. Projects will be assigned in writing and explained orally with visual aids. Projects must be turned in using the all perimeters listed on the specific project's assignment sheet.

Please not that emailed assignments are **NEVER** accepted. Only assignments uploaded before the listed due date on canvas will be considered for grading.

It is highly suggested to screen grab/print screen all digital submissions and online exams. This will act as your "digital time-stamp" in case of a technical issue. Make sure your screen grab contains a clear shot of the submitted file in its properly uploaded folder and directory with time-stamp.

Keep these screen grabs for your personal records; they do not need to be e-mailed to me after each submission. Remember, having a time stamp does not guarantee you a grade. It is suggested to contact your professor during business hours (**before** 5pm and the projects due date and time) if a problem arises. This way your professor might respond with possible solutions (please see email response policy). It is also highly suggested to submit your assignments during business hours and, if possible, days early to avoid any unforeseen errors.

All projects are electronically dated and time stamped when submitted so there should be no question about when the project was submitted. Projects can be submitted multiple times up until the closing time listed on your project assignment sheet. If multiple submissions exist on the server the last one submitted will be the one you are graded on. Make sure the project you are submitting works properly on YouTube and visually appears similar on a Mac and PC. All projects will be graded on Apple Computers. Please be mindful of your final submission type. Do not turn in a .psd file if the requirements are to submit a rendered .pdf image, this will result in a "0".

You must be in class at the time of the exams/assessments are distributed or it will be a "0". The instructor reserves the right to turn a student away from an assessment if the student shows up after the assessment has been distributed to the class. This will also result in a "0".

## Late Work Policy:

I don't accept late work. **Ever**. All course material will be available to you, at least, a week in advance to your submission date. This should give you enough time to have an alternate plan of action in the rare case of an emergency.

To reiterate the above statement, late assignments/exams will **not** be accepted. It is suggested to submit your projects a day or multiple business hours before the assigned due date. Please do not wait until the last minute for submission. Remember, you always have the option to resubmit files multiple times before their listed due date. There are no make-ups for assessments and demos. All assessments must be turned in during the dates and times provided on your course calendar and that assessments assignment specification sheet.

Assignments, Quizzes and Projects will be turned in via Canvas assignments section. For additional critique, you are more than welcome to visit me during my office hours, listed at the top portion of this syllabus. Projects not turned in by the proper due date will result in a zero mark for the project. Class participation during lab critique times is expected and will be an important factor in your grade.

## Digital Submission Policy:

I **do not accept** assessments for submission via email, disk or jump-drive etc. All projects must be turned in via the proper documented submission area on web-courses. It is the student's responsibility to test the project that was uploaded by either accessing it on Canvas, or downloading it to a computer to ensure everything is working properly. If your project does not work when it is submitted you will receive a 0, even if you have a working project on your own computer.

## Grades of "Incomplete":

The current university policy concerning incomplete grades will be followed in this course. Incomplete grades are given only in situations where unexpected emergencies prevent a student from completing the course and the remaining work can be completed the next semester. Your instructor is the final authority on whether you qualify for an incomplete. Incomplete work must be finished by the end of the subsequent semester or the "I" will automatically be recorded as an "F" on your transcript.

## Course Policies: Technology and Media

### Email Policy:

Students are required to check their Knights email account and Canvas accounts multiple times, on a weekly basis for notices concerning the course. **Only contact the instructor using your knight's email or Canvas messaging account.** You will not be contacted through any other email besides this one ([matttd@ucf.edu](mailto:matttd@ucf.edu) (<mailto:matttd@ucf.edu>)), or via web-courses on Canvas, so please, check each week before class. It is a good idea to set your Canvas to send all notifications to your knight's email to avoid any confusion.

**Emails must contain the following information to merit a response:**

- Student's last name and enrolled class number (FIL4750) in subject line
- Student's full name (First and last) must be at the end of the email

**Email response policy:**

Emails that will **not merit a response:** (if an email containing a topic listed below is sent, you will simply be referred to your syllabus)

- Questions concerning information clearly found on your course calendar and syllabus. (i.e., when are office hours?, where do I find what I need to do?)
- Excuses for failing to upload a project on time (i.e. internet or program/personal computer based issues). Remember you have access to the SVAD open labs all week, so be proactive and get your projects and assignments done and submitted well before the listed due dates.
- A question regarding when something is due. Check your module page, assignment pages and your course calendar.

Please allow up to **48 business hours** for email responses. If email is sent after 5pm EST, do not expect the reply until the following business day. All emails sent on Friday after 5pm can expect a response no earlier than the following Monday, so please plan your questions accordingly.

## Entry Level Expectations:

All students taking this class will be expected to have successfully completed the required prerequisites outlined in the SVAD class descriptions. Also, the ability to be creative and artistic is essential to this course. SVAD Design courses are not just about programming, and in turn, not just about design. It requires a combination of technical logic and visual communication. Any students who feel like these expectations are above their current skill level should consider taking other courses, or consider a different academic path. You are expected to research and try to problem solve before coming to the instructor for assistance. Documentation and proof of your personal class content based research (i.e. notes, tutorials) may be asked to be provided when asking questions during class time and office hours.

## Web-courses Policy:

This course will heavily use the Canvas web-course page. Students are required to check their course Canvas page once per day to assure they are up-to-date on all course activities. All graded assessments will be submitted via the FIL4750C Canvas page.

### Canvas Site Breakdown (tabs found on the left side of your browser window)

- **Home Tab:** Here you will find another route to your module breakdown and syllabus.
- **Announcements:** Please check your announcement tab at the start of the week and before each and every face to face meeting.
- **Syllabus Tab:** Here you will find a breakdown of all the course policies and procedures. In addition, at the bottom of your syllabus you will find a course calendar. This course calendar contains a more detailed breakdown of your weekly expectations. You will find interactive links and are expected to utilize this calendar, and its content every week.
- **Assignments Tab:** Here you will find Quiz, Project, and Assignment breakdowns, as well as, turn in procedures for all graded content.
- **Grades Tab:** Grades will contain your points for all graded assignments.

### Laptop Usage Policy:

Laptops and mobile devices are for note taking and research/class work only. Playing unauthorized games, working on other class projects beyond this course, going on social media and surfing the web for non-course purposes is not permitted. If caught doing any of these, it will be considered a class disruption and the student will be asked to leave the class for the day resulting in an absence.

## Classroom Devices:

Students are encouraged to both audio and video-record the lectures and demos to help further study the course material. Use those smart phones and tablets to your advantage! Please, do not use those smartphones for non-academic and course related activities while in class.

## Course Policies: Student Expectations

### Course Accessibility Statement:

It is my goal that this class be an accessible and welcoming experience for all students, including those with disabilities that may impact learning in this class. If anyone believes the design of this course poses barriers to effectively participating and/or demonstrating learning in this course, please meet with me (with a Student Accessibility Services (SAS) accommodation letter) to discuss reasonable options or adjustments. During our discussion, I may suggest the possibility/necessity of your contacting SAS (Ferrell Commons 185; 407-823-2371; sas@ucf.edu) to talk about academic accommodations. You are welcome to talk to me at any point in the semester about course design concerns, but it is always best if we can talk at least one week prior to the need for any modifications.

### Recording Academic Activity:

All instructors/faculty are required to document students' academic activity at the beginning of each course. In order to document that you began this course, please complete the following academic activity by the end of the first week of classes or as soon as possible after adding the course. Failure to do so may result in a delay in the disbursement of your financial aid. Your academic activity can be found in your first weeks module quiz. Click here for [Module 1 Quiz \(it is suggested to take this AFTER you study your first weeks module\)](#).

## Attendance Policy:

Attendance is mandatory for the successful completion of this course. We will be covering a great deal of important information every class and you're expected to participate throughout the semester. Missing a single class can result in missing skills and knowledge paramount to creating a successful digital media portfolio. Each student is responsible for signing their own name in the appropriate spot, and may not ask to sign in after the class is over. The instructor reserves the right to give attendance incentives anytime during the semester, unannounced.

- Total of **Three** absences allowed
- There are **no excused absences**. For any reason if you miss more than 3 days I suggest withdrawing from the class or pursuing a medical withdraw from the course if health concerns are inhibiting your learning. Please plan your absences accordingly no additional absences are given, no matter the reason.
- Each of your absences after that = **auto reduction of -10 points** for each additional classed missed
- Late arrival/tardiness, beyond the listed courses assigned start time will be treated as an absence for the day.
- **Leaving class early** will result in an absent mark for that day. Please do not leave early unless formally dismissed by the instructor.
- Students are subject to project grade deduction for failure to attend a required critique.
- For prolonged absences over the three allowed absences due to medical or family emergencies students are encouraged to seek a medical withdraw from the course.

## Sign-in Sheet Policy:

A course sign in sheet will be handed out each face-to-face meeting. Students may not sign in other students; this will result in dismissal for both students from the course and is grounds for additional academic discipline. Students will be required to initial the attendance sign in sheet at the designated time for each course. Students will be notified when role is to be taken.

It is your responsibility to sign under the correct date and name of the sign in sheet. If you do not sign in (i.e. forget) or sign in the wrong slot, you will be counted absent for that day with no leeway will be given nor will the issue be discussed further.

Example: Student with course absences

- 3 absences allowed = **You're OK!**
- 4 absences not allowed = -10 point drop in final class grade. (For instance, your final B grade now becomes a C)
- 5 absences = -20 point drop in final class grade (Final B grade now becomes a D)

## Professionalism Policy:

Per university policy and classroom etiquette; mobile phones, iPods, etc. must be silenced during all classroom and lab lectures. Those not heeding this rule will be asked to leave the classroom/lab immediately so as to not disrupt the learning environment. Please arrive on time for all class meetings. Students who habitually disturb the class by talking, using cell phones, arriving late, etc., and have been warned may suffer a reduction in their final class grade via the attendance policy.

## Academic Conduct Policy:

Plagiarism and Cheating of any kind on an examination, quiz, or assignment will result at least in an "F" for that assignment (and may, depending on the severity of the case, lead to an "F" for the entire course) and may be subject to appropriate referral to the Office of Student Conduct for further action. See the UCF Golden Rule for further information. I will assume for this course that you will adhere to the academic creed of this University and will maintain the highest standards of academic integrity. In other words, don't cheat by giving answers to others or taking them from anyone else. I will also adhere to the highest standards of academic integrity, so please do not ask me to change (or expect me to change) your grade illegitimately or to bend or break rules for one person that will not apply to everyone.

Students caught misrepresenting or plagiarizing course work will be asked to fill out the academic misconduct form. This course may contain copyright protected materials such as audio or video clips, images, text materials, etc. These items are being used with regard to the Fair Use doctrine in order to enhance the learning environment. Please do not copy, duplicate, download or distribute these items. The use of these materials is strictly reserved for this online classroom environment and your use only. Any copyright materials must be run by your professor first for permission and steps of usage.

## Student Originality Agreement:

All projects and assignments are expected to be 100% original by the student.

### This means:

**NO STOCK MATERIALS, GOOGLED IMAGES/TEXTURES, and TUTORIAL CONTENT WILL BE ACCEPTED.** \* (UNLESS OTHERWISE NOTED BY YOUR INSTRUCTOR)

If you are ever in question that your work appears to be similar to another, please feel free to contact me via canvas or in office hours before the submission to discuss your options.

Please visit <http://osc.sdes.ucf.edu/process/roc> (<http://osc.sdes.ucf.edu/process/roc>) for more information.

## Third Party Software and FERPA Policy:

During this course you might have the opportunity to use public online services and/or software applications sometimes called third-party software such as a blog or wiki. While some of these could be required assignments, you need not make any personally identifying information on a public site. Do not post or provide any private information about yourself or your classmates. Where appropriate you may use a pseudonym or nickname. Some written assignments posted publicly may require personal reflection/comments, but the assignments will not require you to disclose any personally identity-sensitive information. If you have any concerns about this, please contact your instructor.

## Important Dates to Remember

All the dates and assignments are tentative, and can be changed at the discretion of the Professor, however Add/Drop, Mid-Term and Final Exam times and places are mandatory. Other important dates can be found @ <http://calendar.ucf.edu/2017/spring/> (<http://calendar.ucf.edu/2017/spring/>).

Add Deadline	Friday, January 13, 2017 11:59 PM
Drop/Swap Deadline	Thursday, January 12, 2017 11:59 PM
Grade Forgiveness Deadline	Wednesday, March 22, 2017 11:59 PM
Withdrawal Deadline	Wednesday, March 22, 2017 11:59 PM
Classes End	Monday, April 24, 2017
Final Examination Period	Wednesday, April 26, 2017 - Tuesday, May 02, 2017
Grades Available on myUCF	Monday, May 08, 2017 9:00 AM

## No Classes Held During the Following Days:

Martin Luther King Jr. Day no-classes: Monday, January 16, 2017

Spring Break (Campus offices still open) no-classes: Monday, March 13 - Saturday, March 18, 2017

Study Day no-classes: Tuesday, April 25, 2017

**Religious Observances:** Students are expected to notify their instructor in advance if they intend to miss class to observe a holy day of their religious faith. For a current schedule of major religious holidays, see the Faculty Center's main web page under "Calendars," and for additional information, contact the Office of Diversity Initiatives at 407-823-6479.

### The UCF Creed

Integrity, scholarship, community, creativity, and excellence are the core values that guide our conduct, performance, and decisions.

**Integrity** I will practice and defend academic and personal honesty.

**Scholarship** I will cherish and honor learning as a fundamental purpose of my membership in the UCF community.




















**Community** I will promote an open and supportive campus environment by respecting the rights and contributions of every individual.

**Creativity** I will use my talents to enrich the human experience.

**Excellence** I will strive toward the highest standards of performance in any endeavor I undertake.

## Assignments Summary:

Date	Details	
Fri Jan 13, 2017	 <a href="https://webcourses.ucf.edu/courses/1249993/assignments/5109762">Week 1 (https://webcourses.ucf.edu/courses/1249993/assignments/5109762)</a>	due by 11:59pm
Fri Jan 20, 2017	 <a href="https://webcourses.ucf.edu/courses/1249993/assignments/5109766">Week 2 (https://webcourses.ucf.edu/courses/1249993/assignments/5109766)</a>	due by 11:59pm
Fri Jan 27, 2017	 <a href="https://webcourses.ucf.edu/courses/1249993/assignments/5109768">Week 3 (https://webcourses.ucf.edu/courses/1249993/assignments/5109768)</a>	due by 11:59pm
Fri Feb 3, 2017	 <a href="https://webcourses.ucf.edu/courses/1249993/assignments/5109769">Week 4 (https://webcourses.ucf.edu/courses/1249993/assignments/5109769)</a>	due by 11:59pm
Fri Feb 10, 2017	 <a href="https://webcourses.ucf.edu/courses/1249993/assignments/5109770">Week 5 (https://webcourses.ucf.edu/courses/1249993/assignments/5109770)</a>	due by 11:59pm
Fri Feb 17, 2017	 <a href="https://webcourses.ucf.edu/courses/1249993/assignments/5109771">Week 6 (https://webcourses.ucf.edu/courses/1249993/assignments/5109771)</a>	due by 11:59pm
Fri Feb 24, 2017	 <a href="https://webcourses.ucf.edu/courses/1249993/assignments/5109804">Week 7 (https://webcourses.ucf.edu/courses/1249993/assignments/5109804)</a>	due by 11:59pm
Fri Mar 3, 2017	 <a href="https://webcourses.ucf.edu/courses/1249993/assignments/5109805">Week 8 (https://webcourses.ucf.edu/courses/1249993/assignments/5109805)</a>	due by 11:59pm
Fri Mar 10, 2017	 <a href="https://webcourses.ucf.edu/courses/1249993/assignments/5109806">Week 9 (https://webcourses.ucf.edu/courses/1249993/assignments/5109806)</a>	due by 11:59pm
Fri Mar 17, 2017	 <a href="https://webcourses.ucf.edu/courses/1249993/assignments/5109807">Week 10 Spring Break (https://webcourses.ucf.edu/courses/1249993/assignments/5109807)</a>	due by 11:59pm
Fri Mar 24, 2017	 <a href="https://webcourses.ucf.edu/courses/1249993/assignments/5109808">Week 11 (https://webcourses.ucf.edu/courses/1249993/assignments/5109808)</a>	due by 11:59pm
Fri Mar 31, 2017	 <a href="https://webcourses.ucf.edu/courses/1249993/assignments/5109809">Week 12 (https://webcourses.ucf.edu/courses/1249993/assignments/5109809)</a>	due by 11:59pm
Fri Apr 7, 2017	 <a href="https://webcourses.ucf.edu/courses/1249993/assignments/5109811">Week 13 (https://webcourses.ucf.edu/courses/1249993/assignments/5109811)</a>	due by 11:59pm
Fri Apr 14, 2017	 <a href="https://webcourses.ucf.edu/courses/1249993/assignments/5109812">Week 14 (https://webcourses.ucf.edu/courses/1249993/assignments/5109812)</a>	due by 11:59pm
Fri Apr 21, 2017	 <a href="https://webcourses.ucf.edu/courses/1249993/assignments/5109813">Week 15 (https://webcourses.ucf.edu/courses/1249993/assignments/5109813)</a>	due by 11:59pm
Fri Apr 28, 2017	 <a href="https://webcourses.ucf.edu/courses/1249993/assignments/5109816">Group Animation (https://webcourses.ucf.edu/courses/1249993/assignments/5109816)</a>	due by 11:59pm
	 <a href="https://webcourses.ucf.edu/courses/1249993/assignments/5109814">Week 16 (https://webcourses.ucf.edu/courses/1249993/assignments/5109814)</a>	due by 11:59pm