

	Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
7:30 AM	Organized off campus activities (for youth)	Breakfast for overnights (7:30-8:30 AM)					Organized off campus activities (for youth)
8:00 AM		Commuter Registration	Classroom Open				
8:30 AM		Course Intro	Review & Questions	Review & Questions	Review & Questions	Review & Questions	
9:00am		Maya Interface Polygon Primitives	Modeling Objects and Environments	UV Layout Worktime	Basic Animation Exercises	Basic Special Effects	
9:30am							
10:15am		Break					
10:30am		Basic Polygonal Modeling	UV Layout and Basic Character Modeling	Creating Textures, Maya/Photoshop Workflow	Animating the Bouncing Ball	Animation Worktime	
11:00am							
11:30am							
Noon		LUNCH	LUNCH	LUNCH	LUNCH	LUNCH	
1:00pm							
1:30pm		Basic Materials, Textures, Lighting, and Rendering	Character Modeling, NURBS Modeling, and Project Planning	Texturing Worktime	Modeling, Texturing, and Animation Worktime	Animation Worktime	
2:00pm							
2:30pm							
3:00pm	Break						
3:15pm	Registration and check-in for overnights	Introduction to Animation Interface	Modeling Worktime	Lighting and Rendering	Basic Rigging	Showcase	
4:00pm							
4:30pm							
5:00pm	Dinner for overnights	Home for the day or back to the dorm					
5:30pm		Dinner for overnights					
6:00pm	Orientation						
6:30pm	Organized on campus activities (for youth)	Classrooms open for project work/optional athletic activities				Dinner and a movie for those staying Friday night	
7:00pm							
7:30pm							
8:00pm							
8:30pm							
9:00pm							
9:30pm							