

## Emerging Order Winter Quarter Syllabus

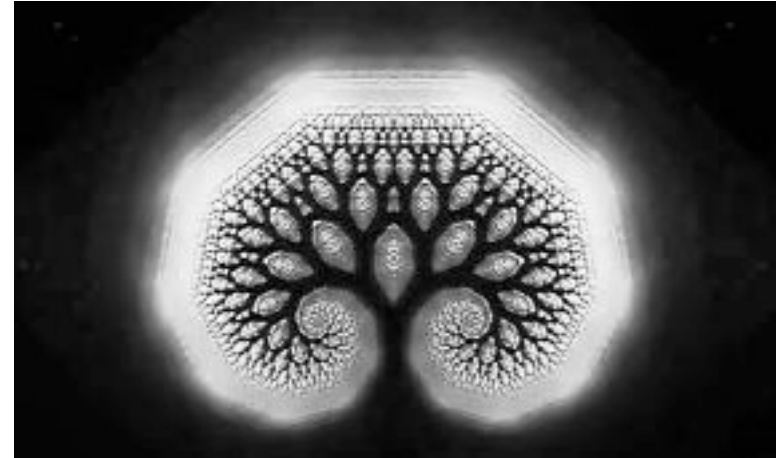
<http://academic.evergreen.edu/curricular/emergingorder/>

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Updated 1/3/06



### **Weekly Schedule:** (Locations and times still to be confirmed)

Monday	9:30-12	Lecture Hall 2, Lecture & Screening
	1-3	Lab 1 1037 & Sem 2, A2107 Seminar
Tuesday	9:30-12	Sem 2, B1107, Physics workshop
	1:30-4:30	Com 408 (Design Lab), Animation workshop
Wednesday	9:30-12	CAL or Mac Classroom, Computer Skills and Modeling
Thursday	9:30-12	Com 408 (Design Lab) All Program Meeting
	1:00-4:00	Locations tba, Peer Review sessions
	2:30-4:00	Faculty office hours

### **Program Texts:**

*First You Build a Cloud*, KC Cole,  
*The Cosmic Blueprint*, Paul Davies  
*Archetypes and Strange Attractors*, John Van Eenwyck  
*The Blind Watchmaker*, Richard Dawkins  
*Collected Fictions*, Jorge Luis Borges  
*The Animator's Survival Kit*, Richard Williams  
Various handouts tba

### **Assignments:**

The following are in addition to regular assignments from the Physics, Animation and Computer workshops and labs.

- **Independent Research Project:** Working individually or collaboratively with another, you will research and develop a project that explores one or more of our main program themes. Your project should have both a scientific and creative component. A treatment that describes the initial idea for your project is due Monday, week 1. We will hand out more detailed project guidelines that day.
- **Seminar Writing:** Paragraphs on program texts are required for each seminar. Longer papers will be due on Thursdays, weekly or biweekly depending on the schedule.
- **Animator's Sketchbook:** In response to readings from *The Animator's Survival Kit*, you will complete a series of weekly drawn exercises. Several of these will be the starting points for short animated sequences in either 2d or 3d stop motion.

**Quarter Schedule:**

	<b>Lecture/Seminar</b>	<b>Animation</b>	<b>Physics</b>	<b>Computer Lab</b>	<b>All program meeting</b>
<b>Week 1</b>	<b>Time</b> Davies Ch. 2, Cole 8 Read: Borges tba  Due: Project Ideas	Realist and Abstract Motion Rotoscope Proficiencies and Assignment	Time and Motion	CAL Motion Lab	<b>Motion seminar</b> Handouts: Lye, Implications of Cel Animation Technique, TV Addiction Anderson & Anderson (Paper due)
<b>Week 2</b>	<b>Holiday</b>	Reading: Williams tba	Newton's Laws	Sound/3d	Rotoscope due Project Idea Presentations (Paper due)
<b>Week 3</b>	<b>Determinism</b> Borges tba, Cole Ch. 13 Handouts: Murch, Cage	Reading: Williams tba Sound/3d	Oscillations/Waves	CAL Mathematica	Library research workshop (Paper due)
<b>Week 4</b>	<b>Waves</b> Cole 9-11 Gamwell Ch. 7 Plus handout tba	Reading: Williams tba Sound/3d	Interference Quantum Theory	CAL Mathematica	Cole 5, 7 Interpretations of Quantum Mechanics <b>Due:</b> Project Proposals
<b>Week 5</b>	<b>Chaos</b> Davies Ch 3-5 Borges tba	Reading: Williams tba Intensive Workshops	Chaotic Systems	Sound/3d	Video Feedback Project Groups First Meeting (Long Paper due)
<b>Week 6</b>	<b>Chaos</b> Van Eenwyck (all)	Reading: Williams tba Intensive Workshops	Entropy	NetLogo Lab: Entropy	Student Animation Screening Project Groups Second Meeting (Paper due)
<b>Week 7</b>	<b>Holiday</b>	Reading: Williams tba Intensive Workshops	Cellular Automata	Computer Lab Options: NetLogo OR Photoshop	Entropy and Art Seminar Davies 9-14 and Cole 12, 14 (in-class writing)
<b>Week 8</b>	Intensive Workshop Presentations Dawkins 1-4 Davies 6	Reading: Williams tba Experimental Drawing Techniques	Emergence	Computer Lab Options: NetLogo OR Photoshop	<b>Due:</b> Research paper first draft Project Groups Third Meeting
<b>Week 9</b>	Dawkins 5-8 Davies 7 and 8	Animation Production Troubleshooting Presentation Practices	Evolutionary Game Theory.	Project Work/ consultations with David and Ruth	Presentations (Long Paper due)
<b>Week 10</b>	Presentations Research papers due	Presentations	Presentations	Presentations	Presentations
<b>Evaluation Week</b>					