COMP 3710 weekly schedules:

Week 5 Starting MONDAY 17th AUGUST:
- 2.5 hours of using td, 1.5 h of tutorials (TD & PYTHON).
- 2-4 hours of report writing & researching.
  - find more ideas about final product.
  - goals:
    - have a basic understanding of and workflow with Touch Designer
    - fill 2 pages of written report
    - start developing a plan
    - start building a general framework/architecture for project
    - have a 2% completion of final artefact

Week 6 Starting MONDAY 24th AUGUST:
- 2.5 hours of using TH, 1 h of tutorials (TD and PYTHON)
- 2-4 hours of report writing & researching.
  - goals:
    - find more ideas about your final product.
    - find ways to automate some processes using scripts.
    - make a small project (av sync)
    - fill 2 pages of written report
    - have a 10% completion of final artefact

Week 7 Starting MONDAY 31th AUGUST:
- 2.5 hours of playing with TD
- 1h of tutorials
- 2-4h report writing, researching & working on plan
  - goals:
    - write a small python script that you will use
    - sync TD with ABLETON live and Adobe Photoshop.
    - fill 2 pages of written report
    - have 25% rough completion of artefact, 30% completion of report

/midsem break/ FROM Monday 7 UNTIL Sunday 20 September
 week 1 - 5 hour of report writing, researching, planning, playing, etc.
 week 2 - full week: Andrew Quinn workshop
  - goals: fill 4-8 pages of report,
    - have a 50% rough completion of the final artefact & a 60% rough completion of final report

Week 8 Starting Monday 21 September:
- 1 hour of research
- 2 hours of report writing
- min 3 hours of working on artefact
  - goals: have an artefact that I can perform with

Week 9 Starting 28th of September
- 2 hours of report writing
- 2-3 hours on working on artefact
goals: have a first draft of report

week10 starting 5th october
4-5 hours of needed work
goals: improve artefact so that it's easy to imput data
    have a first official performance

week11: 12 october
final touches on report and software.