## Overview of Projects in General

Each project is designed to move your learning experience and skill level forward. Failure to complete or sufficiently explore components of one project will lead to increased difficulty on the succeeding project. Each project is composed of three parts: analysis, interpretation, and demonstration.

## Project Description

Each student will be teamed with a fellow student from the Animation/Illustration program at San Jose State University in San Jose, California. The animation students will provide bipedal models and a description of the performance needs of the character. Each student at Texas A&M must design a motion model, control system and deformation system for the model that satisfies the expectations of the animator. Both the animator and the rigger are expected to regularly and independently maintain contact via email, video conferencing and other methods of communication as appropriate. Both students are also expected to contribute to a blog that communicates the process of the development of the project throughout the semester.

The final project will be presented in class both as a real-time demonstration of the rig and a completed performance of the rig in use (provided by the animator).

## Technical Specifications

The final presentation size of the performance animation clip should present the model in a visibly clear form. The in-class demonstration of the rig should include bone positions relative to geometry, controller hierarchy, and pleasing deformations.

## Project Goals

- Describe the needs of an animator tasked with creating a performance for a bipedal model.
- Determine appropriate computer graphics techniques to satisfy the performance requirements.
- Implement solutions that create the aesthetically desired goals and meet artist usability needs.
- Write clear questions and provide clear feedback for discourse about specific issues that have both a technical requirement and an aesthetic goal.
- Generate procedural solutions that save time for both the rigger and the animator.
- Evaluate and critique your own work and the work of others.

## How Success is Measured

A successful project will meet the needs of the animator as expressed by the animator and as generalized from standard performance expectations. The number and placement of joints should be appropriate for the performance needs. The control system should be well organized and easily managed. Deformations should be free of distracting and/or inappropriate shearing, twists, and bulges. Rig generation should be repeatable (scripted).

A successful project will be ready for presentation at the beginning of class, with a clear verbal introduction and explanation of methods used. If copyrighted source material is used the source must be cited.

A grade will be determined based upon 9 factors:

- Clarity of presented description of animator needs and expectations.
- Rationality for number of bones and their placement.
- Clarity of the visual depiction and action of the control system.
- Aesthetic quality of deformations and character silhouette.
- Playback speed of the rig within the animation package.
- Repeat-ability of rig construction.
- Quality of the animation created with the rig.
- Frequency and clarity of blog posts.
- Presentation skills include verbal delivery and adherence to technical specifications.