Project Description

Each student is responsible for creating a series of exercises that result in a (10-second) animation. Although aesthetics plays a role in assessment of the final result the primary emphasis is on demonstrating basic understanding of animation, camera language, storyboarding and visual storytelling.

Story Specifications

The rendered animated short must have a running time of 10 seconds and follow the story-driven interaction of a character and a prop in a simple environment.

Technique Specification

The project includes the following elements:

- Basic walk cycle and simple model [DUE Tuesday, 9/6]
- Physical animation [DUE: Thursday, 9/8]
- Expressive walk [DUE: Tuesday, 9/13]
- Reverse Storyboard [DUE: Thursday, 9/15]
- Storyboard of 10-second short [DUE: Tuesday, 9/20]
- Blocking animation [DUE: Thursday, 9/22]
- Rough animation [DUE: Tuesday, 9/27]
- Completed Project [DUE Tuesday, 10/4]

The completed short should be delivered as a movie file in H.264 format playable at 24 or 30 fps. The aspect ratio of movie files should be 1.33, 1.66, 1.85 or 2.35 as driven by story type. The smaller dimension of the movie file should be a minimum of 720 pixels.

The running time of the short must be 10 seconds –no more, and no less. There must be a 3-second slate at the beginning of the short indicating (1) student name; (2) course number; and (3) semester. There must be a 2-second slate at the end of the short indicating (1) the year; (2) and the official Department of Visualization logo.

How Accomplishment is Measured

The 3D Boot Camp project will be assessed as two grades. One grade will include assessments of the pre-production assignments (modeling, rigging, surfacing) plus presentation/participation. The second grade will include the production assignments (animation, lighting, effects animation, rendering) plus presentation/participation. The final product will be presented one-week after the last stage is due. This opportunity affords a chance to improve the product of any or all aspects of the project for a percentage increase in grade.

- Basic Walk Cycle (33.3%):
  (1) Gait; (2) Timing; (3) Weight shift; (4) Overlapping action; (5) Follow-through; (5) Cycles cleanly; (6) Quality of visuals.
- Physical Animation (33.3%):
  (1) Reference; (2) Appropriate action; (2) Timing; (3) Weight; (4) Anticipation; (5) Overlapping action; (6) Follow-through; (7) Quality of visuals.
- Expressive Walk (33.4%):
  (1) Reference; (2) Timing; (3) Weight; (4) Secondary action; (5) Exaggeration; (6) Appeal; (7) Staging; (7) Cycles cleanly; (8) Quality of visuals.

- Reverse Storyboard (50%):
  (1) Appropriate sequence length; (2) Appropriate number of shots; (3) Appropriate file format;
  (4) Visual communication through strong drawing; (5) Terse and accurate descriptions of action;
  (6) Correct identification of camera movement; (7) Correction identification of shot type.
- Storyboard of 10-second short (50%):
  (1) Appropriate format of boards; (2) Appropriate format of movie; (3) Visual communication
  through strong drawing; (4) Clear and appropriate use of type; (5) Clear and appropriate use of
  action and movement indicators; (6) Appealing use of framing/composition; (7) Appealing use
  of timing; (8) Appeal of story.
- Blocking Animation (25%):
  (1) Clear indication of story; (2) Clear indication of actions; (3) Clear indication of
  framing/composition; (4) Timing; (5) Appropriate format; (6) Visual quality.
- Rough Animation (25%):
  (1) Timing of actions; (2) Clarity of actions; (3) Composition in frame; (3) Orientation to
  camera; (4) Visual quality; (5) Appropriate format.
- Presentation/Participation (10%/10%):
  (1) Verbal clarity; (2) Level of confidence; (3) Defines accomplishments; (4) Identifies
  weaknesses; (5) Responds to feedback.
- Completed Project (40%)
  (1) Story appeal; (2) Layout composition and camera movement; (3) Animation; (3) Visual
  quality; (5) Appropriate format.