



General Project Description

Students will work in vertically integrated teams (VIST 405, VIST 305 & VIST 206 students together) to create a short (10-second) time-based project that makes use of the full 3D CG pipeline. Aesthetics and technical accomplishment play equal and majority roles in assessment of the final result. Additional factors include visual storytelling, and for VIST 405 students only: demonstration of leadership. This project is due at the beginning of class, and will be presented by the team during class on Tuesday, December 6th.

Story Specifications

The project must have a running time of 10 seconds, not including credits. A narrative, in the classic sense, is not required, however the project should present cohesiveness in visuals and meaning.

Aesthetic Requirements

The project should present a visual style that exhibits the characteristics of a well-known artist from painting, sculpture, printmaking, or photography. The visual style should influence choices in shape language, color, saturation, range of contrast, and composition.

Technique Requirements

The project must include the following technical elements: 3D modeling, rigging, surfacing, animation, lighting, effects animation, rendering, and compositing.

Presentation Format

The project 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 or 1.66 for pre-production elements, and 1.85 or 2.35 for production elements. The smaller dimension of the images should be a minimum of 1080 pixels.

There must be a 3-second slate at the beginning of the short indicating the project title. Student names are required but can either be at the beginning or end. There must be a 3-second slate at the end of the short indicating (1) classes involved; (2) “Copyright 2016 Texas A&M University”; (3) and the official Department of Visualization logo.

Milestones

Teams will be expected to determine their own milestone goals. Suggested goals are: Tuesday 10/11- Animation production schedule; Thursday 10/13 – Art Package; Tuesday, 10/18 – Models; Tuesday, 10/25 – Surfacing, Rigging, and Rough Layout; Tuesday, 11/1 – Blocking Animation; Tuesday, 11/8 – Master Lighting; Tuesday, 11/15 – Blocking Effects Animation and Rough Animation; Tuesday, 11/22 – Test Comps for All Shots; Tuesday, 11/29 – Hit List.

How Accomplishment is Measured

The Team Project will be assessed as an overall project grade. Each student on the team will receive the same grade. Grades will be determined by: (1) aesthetic quality; (2) adherence to aesthetic reference target; (3) technical achievement; (4) adherence to technical requirements; (5) story originality; (6) storytelling quality; (7) meets time requirements; (8) meets format requirements. Peer assessment grades will be determined individually.

