

**Cinematic Poster
AM205 CG Modeling II
Spring 2014**

Associate Professor Rich Ponte
Phone: 919.488.5800 ext 234
Email: rponte@living-arts-college.edu

April 7th – June 18th
Tues, Fri: 2 – 4:50pm
Room: C120

Cinematic Poster

Assigned: Tuesday, June 10th
Due: Tuesday, June 17th

There will be a critique on the due date.

For this project you will be taking your Final Character Model that has been both sculpted and textured in Mudbox. And use it to create a cinematic poster for a fictitious Feature Film or Video Game. Start by doing a quick thumbnail drawing of what you want your poster to look like. Then once you have decided on a look start posing your character in Mudbox in a **Dynamic Pose**, then render out a still with good lighting and camera composition to bring into photoshop or illustrator.

The poster should be designed in either Photoshop or Illustrator and should be printed on 11 x 17 paper.

You can work at one of two sizes:

For a Movie Poster your document should be: **15.7 x 10.6**

For a Video Box Art your document should be: **12.3 x 10.6**

DO NOT SCALE YOUR PRINT!

Look at movie posters and video game box art and include all of the elements that would make your piece look like a real production quality movie poster or box art.

Things to think about are composition and layout of both your character and the typography, along with other elements that you will need to included, Ex: Rating, Credits, Company Names, etc.

Once you are finished print out your Cinematic Poster on 11 x 17 paper, the best quality print and paper that you can achieve.

IMPORTANT! You will have to do some work on the backgrounds and graphic to bring the poster to life. See Examples.

Resources for references: <http://www.impawards.com> (movies) thegamesdb.net (games)

What you will be turning in.

One 11 x 17 Print of your Cinematic Poster of the correct size image for your product.
All files including, Photoshop, Mudbox, Tiffs, Etc. in a folder named "yourname_cinematicPoster"

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STUDENT NAME:

Grading Criteria:

Grading is based on the below criteria for the Cinematic Poster:

- ___ Print is on 11 x 17 paper at 300dpi. [25]
- ___ All files turned in inside correctly named folder. [10]
- ___ Cinematic Poster has good composition and layout. [10]
- ___ Extra elements are also high quality and included. [10]
- ___ Cinematic Poster is production quality, right size, looks ready for distribution. [25]
- ___ All instructions for project have been followed. [10]
- ___ Asked and answered questions in the critique [10]

- ___ **total grade [100]**

grading scale: A (90-100), B (80-89), C (70-79), D (60-69), F (0-59)
Grades also reflect upon the time the project is submitted.

This grade is also 6% of the Cumulative Homework grade for this course.

- **This is a final project there is no late, projects must be submitted on the due date. No late projects will be accepted.**

HOMEWORK EXPECTATION

As stated in the syllabus for this course within the course description, this course has an expectation of **4 hours per week** to be spent on homework outside the classroom.

It is expected that the average student will spend **at least 4 hours** on the 1 week period of this assignment to complete the previously described process of this particular assignment. The learning outcomes of this assignment are a result of the assignment process shown above and instruction rendered from the instructor, either during class or in this document.

These learning outcomes are generally comparable with those resulting from commonly accepted practice in the field. Each of these steps will be graded according to the rubric found above.