

CAR101 Introduction to 3D Animation

Instructor: Rebecca Ruige Xu

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Assignment 2 - Character with Attitude

Due Date:

- Tuesday, November 5th, by the beginning of the class period.
- In class critiques.

Objectives:

To advance perceptual skills, practice modeling techniques, and explore simple character design.

Guidelines:

Design and create a simple creature/character in Maya. The creature/character can be totally fictional, or it can be based on an insect, a bird, a mammal or a reptile. It should have a pose, and should convey its personality, emotion or attitude. See the reference images below.

Suggest using a simple set and basic studio lighting. Texturing is required.

Start from designing the creature, sketch out as many different views of the creature as possible. Bring your sketches to class on 10/22. Instructor must approve your design and level of difficulty. You will be required to bring the sketches to class every period you work on this assignment and also at critique.

Use your sketches as reference images to build your character in Maya.

Choose one sketch (to scan), the sketch should be a similar view as in your final Maya image, and it **MUST** show the camera perspective which best describes the intent of this piece. Save your sketch as: concept.jpg at approximate 640x480-72dpi. Submit the image to the web server.

Write a short description of your assignment, state the character's personality/emotion/attitude you plan to convey, and also how you plan to convey it within your image. Name the file: description.pdf (or .txt, .doc). Submit it to the server.

Save your scene as: creature.mb

Save your image as: creature.jpg at approximate 1280x720-72dpi.

Submit your scene and image to the server.

Your image will be graded upon the design, construction of the creature/character, and more importantly, its effectiveness to convey the personality and attitude that you intend. So be specific!

Reference images:



Blaine Morehead



James Rutherford

Assignment 3 - Abstract Figure/Portrait

DueDate:

Tuesday, Dec 3, 2013

-- In class critiques.

Objectives:

Abstract the human form in such a way that conveys a specific personal attribute, characteristic or emotion.

Guidelines:

1. Create object(s) within a space. The abstracted forms must support the expressed idea formally.

2. Light the form and space in such a way to reinforce the idea to be conveyed.

3. Render 1 image of your scene from the point of view that most effectively underscores the meaning of the portrait. Composition (ALWAYS) is very important. Save your image as: Portrait.jpg

Submit the image to the web server - filing it in the appropriate directory. The image should be approximately 1280x720 dpi

****Write a short description(80-100 words) of your assignment, it should include your answers to the following questions:**

-- What personal trait or emotion did you try to portray within this assignment?

-- What are the visual characteristics of that idea?

-- How did you "abstract" that idea in form to enhance its effect within your image/form?

Submit the description to the web server. Name the file: description.pdf (or .txt, .doc).

Journal:

Write about the following:

1. Describe what it means to "abstract" something.

2. Why would you want to abstract something?

3. What are the benefits to abstraction?

4. What is the potential negative of abstraction?

5. Choose one of the reproductions pictured below and describe the artist's choices in abstracting the human form. What does he or she convey about the form that they would not have been able to using "realism"?

6. What personal trait or emotion will you be portraying within this assignment?

7. What are the visual characteristics of that idea?

8. How will you “abstract” that idea in form to enhance its effect within your image/form?



Jeff Schlanger



John LaFrancesca



Mary Frank

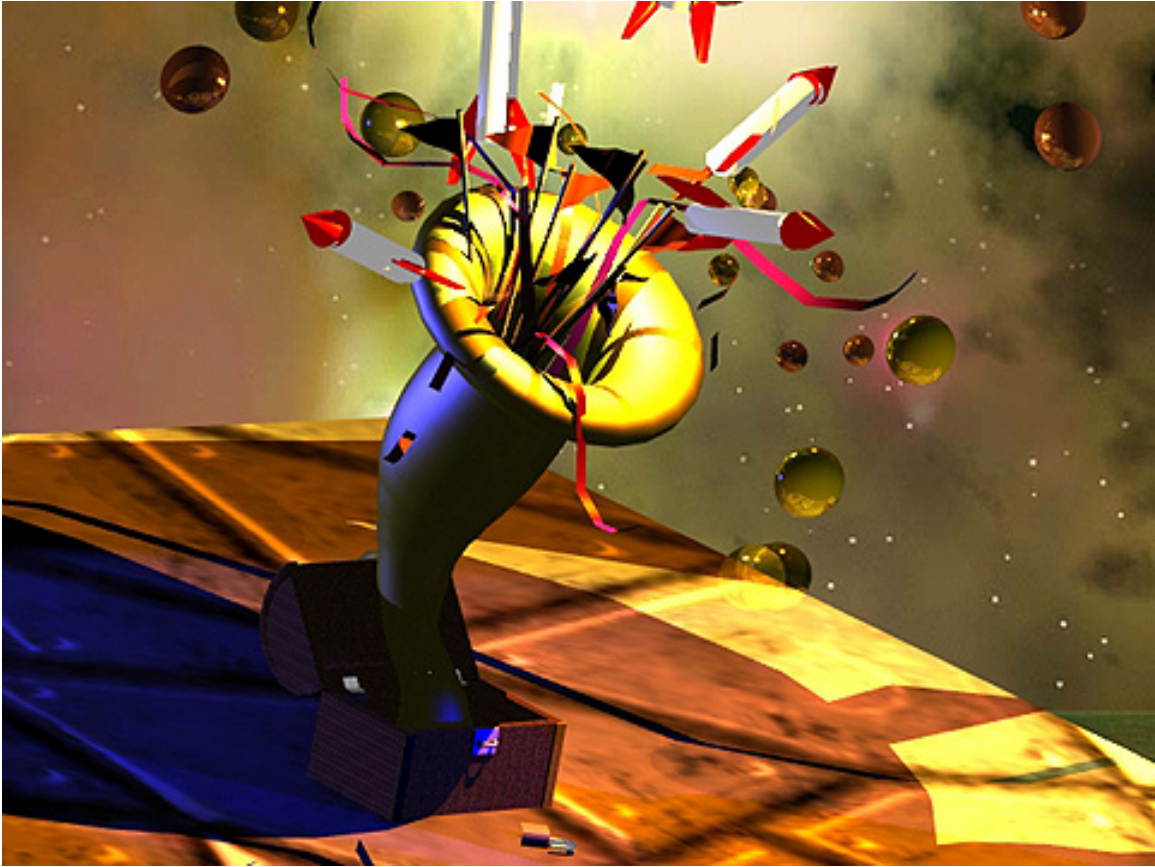


Pablo Picasso

Reference images:



Jacob Frichtel



J.J. Sturgeon