WPU ARTS 4870-60 Advanced 3D Character Animation
Fall 2013
Thursday 5:30pm to 10:30pm
Professor Steve Rittler
Assignment One: BFA Thesis Project

Your BFA Thesis Project in animation will utilize the sum and total of all the 3D animation techniques that you have learned to produce a short film. This film will serve as the capstone project for your animation studies here at WP.

To create a quality animated film worthy of a BFA degree, and to satisfy the requirements of this course, it is essential that you follow the professional production procedures/ production pipeline that we have gone over in class, including work in pre-production, production and post-production as outlined in brief below and in your course notes:

Pre-Production (Thinking)
• Concept and idea
• Sketching and rough design
• Story and script
• Design of characters and environment
• Storyboarding and outlining action (keyframing)
• Scheduling
• Animatic with Scratch Track (rough sound) and final dialogue
• 3D pre-visualization (optional)

Production (Doing)
• Modeling characters and environments
• Texturing and UV mapping
• Rigging for animation (IK and/or FK)
• Lighting
• Animation
• Rendering (as you go, if you are smart)

Post-Production (Assembling and Refining)
• Compositing elements (if applicable)
• Editing with your Animatic (see your notes)
• Final soundtrack; music, Foley (sound effects), etc.
• Credits: Your name, attributions, instructor(s), school and dept., acknowledgements (For further explanations and discussions of all of these topics, see your previous course notes)

Your work on your project will encompass all the work you are responsible in this course, and you will be graded on your progress and execution. As your BFA Thesis Project is most likely to take more than one semester to complete, repeating this course for credit may be necessary. Please see your syllabus for this course and from your ARTS 4950 Senior Thesis class for any additional requirements and deadlines associated with your project. Best of luck!