There will be a critique on the due date.

For this project you will be taking your Final Character and rendering out a turntable quicktime and a turnaround for print.

Start by taking your posed character and creating a turntable render in Mudbox with these settings:

1920 x 1080 YouTube HD 1080 120 frames 30 frames/second Antialias On Movie Format: File Sequence

Make sure that you have turned the background to a solid color and not gradient. Also the grid and wireframe should be off. Once the images have rendered put them back together in After Effects. Then render out two Quicktime movies, one with no compression and one with H.264 compression.

Next is to render out your Final Character (not posed) from the Front, Side, Back and 3/4 at 9048 x 9048. Bring each those renders into an 11 x 17 inch document in Photoshop and then label each view with a small font, also in the lower left place your name and character name.

## What you will be turning in.

One Quicktime Movie of the Final Character Turntable No Compression One Quicktime Movie of the Final Character Turntable H.264 Compression One Folder with all 120 .png images of the Turntable One 11 x 17 print of the Final Character in T-pose Mudbox File of Character Posed

#### Naming conventions:

2013\_03qtr\_firstIntialLastname\_projec tName.mud 2013\_03qtr\_firstIntialLastname\_projec tName.mov 2013\_03qtr\_firstIntialLastname\_projec tName.h.264 2013\_03qtr\_firstIntialLastname \_cinematicPoster.psd 2013\_03qtr\_firstIntialLastname \_cinematicPoster.pdf

2013\_03qtr\_khawkins\_cinematicPoster.mud(example)

### Final Character Turnaround AM205 CG Modeling II

## STUDENT NAME:

### Grading Criteria:

Grading is based on the below criteria for the Final Character Turnaround:

1.	Quicktime of Posed Final Character No Compression.	20 points
2.	Quicktime of Posed Final Character H.264.	20 points
3.	Folder with the correct 120 .png files of turntable.	20 points
4.	.png Files are correct size 1920 x 1080.	10 points
5.	Print is high quality and includes four views and labels along with name.	10 points
6.	Asked and answered questions in the critique/Professionalism	10 points
7.	Student followed all directions(written and verbal)	10 points
Points:Letter Grade:		

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.

- All work must be handed in at the beginning of class. (15 minute grace period) Work submitted after the first 15 minutes of class, is Late.
- Assignments submitted late or incorrectly, if accepted at all, will be reduced in letter grade.
- Late work must be submitted during the next day following the due date even if no class is held that day.
- Assignment submitted beyond three days late will receive a 0 grade.
- Resubmissions of projects for better grades are not accepted, do the best work the first time.
- Deadlines are important.

# 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 the 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.