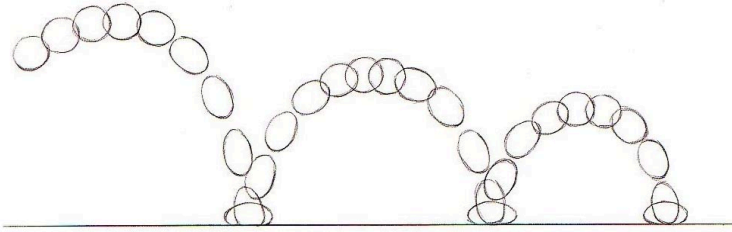


Project: The Bouncing Ball: 150 POINTS



- Create your own Bouncing Ball.
 - The ball can be either alive or inanimate. Beyond that, use your own creativity.
 - Figure out what you are going to draw in your sketchbook FIRST.
 - It's always a good idea to use references.
 - *Do not use any copyrighted material.*
 - Create a **storyboard** of your animation using 4x6 index cards and black foam board.
 - Use the **12 Principles of Animation**. Don't make Frank and Ollie sad. They're watching you.
 - Use normal 8.5x11 sheets of paper for animation. Use the 3-hole-punch to punch holes in the paper to use with your round peg bar and the light boxes.



- Resolution – **1280x720 (16:9)**
- Length – Approximately **2-5 seconds for a single** (48-120 frames), **4-5 for a team of two** (96-120 frames) at **24 fps**.
- It's a good idea to number each paper on the bottom (out of frame) in case they get out of order.
- Outline your drawings with a **thin** black marker and erase your pencil lines. The scanner and software will pick them up better.
- Scan your final images with a scanner. Affix your peg bar with tape onto a scanner to keep the position consistent.
- Import your scans into **Toon Boom Studio** to *vectorize* them.



- Color, clean up and add various appropriate effects with the animation software.
- You may add sound if you wish.
- Final output – **Quicktime** movie using **H.264** compression.
- **Due dates are according to the syllabus.**
 - **Storyboard – DUE – One week from assigned date**
 - **Pencil Animation (+ scanned in for a movie file) – DUE – Two weeks from assigned date.**
 - **Final Digital Version – DUE – Three weeks from assigned date**