GAM 218 – 3D Modeling & Animation Foundations

Project – Toon Warrior: character animation

DUE DATE: __/__/____

Character Animation
- Your warrior must somehow evade **1-3** separately thrown projectiles - or fail in the attempt.
- Focus on marking out clear moments of *Thinking > Emotion > Action*.
- *Clarity* of narrative should be your primary goal.
- Pay attention to the following four principles of animation:
     a. Anticipation
     b. Squash and stretch
     c. Exaggeration
     d. Personality
- Don't forget the other four we already covered: timing & motion; staging; slow in & out; and secondary action.

Animation Workflow
1. Draw a storyboard and then start animating (24 fps).
2. Create a render camera and place it to best stage the action. However, *on no condition* should you animate it!
3. Do the character animation first (remember to go into the Graph Editor to add weight).
4. Then add in the "weapon & shield".
5. Add the projectile only once the character's timing is down.

Submit:
A zipped folder to Campus Cruiser that includes:
1. Playblast of your first TEA sequence uploaded to Facebook
2. Final Maya scene
3. Composited .mov file

The rubric:
Your work will be graded upon the following criteria:

First TEA sequence playblast	5
Character animation (including suggested fixes)	10
Rendered, composited .mov	5
Late	(-2)
Total	20