ART253t 3D Animation Principles

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Project 3: Character Idle, Walk, Run Cycles
(Body Mechanics 1)

Project Overview:

The main goal of this project is to apply the 12 Principles of Animation to a rigged biped character for three animated cycles including, idle, walk and run.

Through these three exercises, students will demonstrate an understanding in their completed projects of character animation principles including: squash and stretch/shape change, ease in/ease out, timing, appeal, solid drawing/sculptural posing, follow through/overlap, anticipation, arcs, pose to pose/straight ahead, secondary action, exaggeration, and staging.

Cycles will be rendered out using Maya Software, point light and a backdrop at HD720. Final presentation at the end of the semester includes putting these three cycles into a demo reel with the other projects and presenting in the last class.

Listed below is the grading criteria.

Breakdown	Grade Scale
• Demonstrate the 12 Principles of Animation	0-5 Points
• Observe real life body motion and apply to animation	0-5 Points
• Create a quality presentation (HD720 movies)	0-5 Points
• Apply the principle of staging through camera setup and layout	0-5 Points
• Participation in Shotgun reviews and feedback for WIP	0-5 Points
• Ability to plan, execute and deliver project on time	0-5 Points