ART255 Introduction to 3D Computer Animation

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Project 1: Character and Prop Design
(Creating a Model Sheet and Character Profile)

Project Overview:

The main goal of this project is to develop a character design and props to be taken into Maya and modeled in 3D. Working in 2D, either traditional or digital, students design a simple character, such as a monster, using primitive shapes, 3 Props that the character uses (glass, bottle, book) and write a profile of their character using the Profile Sheet. Two separate jpg images planes of the front/side views are used for modeling both in Maya and for the Clay Maquette.

Final Model Sheet Includes: Front & Side Character drawings (front in color), 3 Props (glass, bottle, book), sketches of 2-3 expressions and 2-3 action poses, a front silhouette, color pallet, short character description, character name and your name in an 11x17 300 dpi jpeg image.

Listed below is the grading criteria.

Breakdown	Grade Scale
• Demonstrate applied foundational design concepts	0-5 Points
• Understanding of principles of animation with attention to character appeal and solid drawing	0-5 Points
• Create a quality presentation (model sheet + profile)	0-5 Points
• Understand how 2D design translates to 3D	0-5 Points
• Participation in Shotgun reviews and feedback	0-5 Points
• Ability to plan, execute and deliver project on time	0-5 Points