Massive Collaborative Animation Project 1, 3D previz video:

YouTube URL: https://youtu.be/Ig21LJutd3s

Massive Collaborative Animation Projects (MCAP) is an intercollegiate animation production network consisting of students and faculty members from various schools, worldwide, working together to deliver short-form animation. The MCAP pipeline consists of multiple phases allowing students from different backgrounds and areas of study to contribute their talents to larger collective productions that screen internationally at festivals and conferences. The program presents a wonderful opportunity to build creative community and share talents.

Assignments:

Fall 2017 (Description from Alaska class) : View the 2D animatic video, identify the props and characters need to be created for the rough draft 3D animation of the story, create an asset list and shot list. Create simple 3D models of the assets and upload to the designated Google Drive folders. For the characters, create simple skeleton and animation controls.

Spring 2018 (Description from Yale class):
For this project, students will develop pre-vis animation blocking for an MCAP production. Pre-vis blocking helps determine timing and staging for 3D character animation. In this scenario, pre-vis blocking serves an intermediary step between 2D animatic and 3D character animation. Students will work individually to develop a collection of pre-vis shots that will assemble a larger collective whole when combined with work of other MCAP participants. Work will be reviewed in sequence with classmates' work to ensure continuity and flow between shots. Shot lists and animatic reference material will be provided at the outset of the project. Students will gain experience in collaborative teamwork, preliminary 3D character animation blocking and staging, and iterative creative process. Projects will be evaluated on creative design solutions and ability to incorporate feedback. Final shots shall be delivered according to MCAP shot specification, in MOV format.

Student(s) name
(I paste it below since it's a long list)

School name
University of Alaska Fairbanks (joined as a class)
Yale University (joined as a class)
Kanagawa Institute of Technology (student joined independently)
Fullerton College (student joined independently)

Program/Department
Massive Collaborative Animation Projects, Project #1 (MCAP 1)

Faculty name

William Joel (Western Connecticut State University, MCAP Director)
Miho Aoki (University of Alaska Fairbanks, MCAP Steering Committee member, MCAP 1 3D Previz facilitator)
Johannes DeYoung (Yale University, MCAP Steering Committee member, MCAP 1 Animatic and Art Direction facilitator)

Project name
MCAP 1 3D Previsualization

YouTube URL:

Student Names:

University of Alaska Fairbanks
        Chris Balsewicz
        Buck Barbieri (3D Previz team lead)
        Kevin Blanchard
        Noah Boone
        Tristan Craddick
        Philip Glowa
        Alysha Hopcroft
        Naomi Hutchens
        Deanna Knutson
        Agnes Lawson (3D Previz co-team lead)

Yale Univesity
        Monique Baltzer
        Catherine Bui
        Eason Chen
        Mikayla Correll
        Claudia Davis
        Rebecca Yuqi Huang (MCAP 1 Student Project Manager, Spring 2018 - Current)
        Hana Ruoxi Li
        Alice Tirard
        Jack Wesson

        Claudia Davis (MCAP 1 Student Project Manager, Fall 2017 – Spring 2018)

Kanagawa Institute of Technology (Japan)
        Kosuke Kumada

Fullerton College
        Jillian Mack

This work is based on the preceding works done by other MCAP teams, including story development, concept art development, character design teams. The above list shows only the students directly worked on the previz modeling and animation. The list of entire MCAP 1 members are available upon request.