

2300-002 Project #5: “Character” Animation

“Character Animation”– 15 points

Create a 10 second minimum animation involving rigged alpha-numeric characters using the 12 Principles of Animation and forward kinematics and/or inverse kinematics. You will create a concept and storyboard to plan your animation. Use references to understand timing and physics. Attention should be paid to give realistic weight to the objects and to make them emotive in telling a ministory. You will model, light, texture, animate, and render the piece adding appropriate music/sound effects.

- o Milestone 1: Storyboard Due by Apr 9th
- o Milestone 2: Modeling & Blocking Due by Apr 18th
- o Milestone 3: Animation & Lighting Due by Apr 25th
- o Milestone 4: Delivery Due by Final Exam May 2nd

Objectives for the project:

- Learn the basics of rigging in Maya
- Learn to solve the creative challenges in pose to pose animation
- Learn the basics of animating in Maya
- Demonstrate knowledge of principles of animation

Milestone 1: Present storyboards

Milestone 2: Present models and blocking

Milestone 3: Present rough cut

Milestone 4: Present final video in class

Submit written self-reflection critique on D2L

Submit deliverables on server following the naming convention

ANIM2300_S18_P5_ **lastname_assetID_v###.extension**

1. Rendered 1920 x 1080 .mp4 video file assetid = 001
2. Final .mb maya project file assetid =002
3. Maya project folder assetID = 003

| Rubric for "Character Animation" | | | | |
|-----------------------------------|--|--|--|--------|
| CATEGORY | 3 (Above Average) | 2 - 1 (Average) | 0 (Below Average) | Points |
| Productivity | Student has above average time management skills for this project. Class time was used wisely. Considerable progress was made week-to-week as seen during in-class critiques. It is clear the student worked at home and/or in school in the lab. All milestones were met. | Student has average time management skills for this project. Class time was used wisely some of the time. Only average progress was made week-to-week as seen during in-class critiques. Some milestones may have been missed. | Student has below average time management skills for this project. Not much progress was made week-to-week as seen during in-class critiques. Class time was not always used wisely, but student did do some additional work at home or the lab. Milestones were missed. | / 3 |
| Concept and Pre-Production | Idea/story is creative, well thought out, and ambitious. Drawing is expressive and detailed. Storyboard is very detailed and conveys a clear message. | Idea/story is creative and thought out, but some fixes are required. Drawing is expressive and somewhat detailed. Storyboard is average and conveys a message, but some errors are present. | Idea/story is not very creative or not well thought out. Drawing has few details and is not very creative. Storyboard is not very detailed and does not convey a clear message. Many errors are present. | / 3 |
| Execution | Use of the tools and techniques needed for this project are efficient and precisely executed. Created assets are high quality and achieve intended concept. | Use of the tools and techniques needed for this project are somewhat efficient or executed with some precision. Created assets are average quality and somewhat achieve intended concept. | Use of the tools and techniques needed for this project are not efficient or executed without precision. Created assets are low quality and do not achieve intended concept. | / 3 |
| Animation Effectiveness | Animation is clean. Much time and effort went into making the animation follow the principles. Subjects are emotive and lifelike. Attention was paid to storytelling and timing actions to be as readable as possible. | Animation is somewhat clean. More time and effort could have been spent making the animation follow the principles. Subjects are somewhat emotive and lifelike. Some attention was paid to storytelling and timing actions to be readable. | Animation is not clean. More time and effort could have been spent making the animation follow the principles. Subjects are not very emotive or lifelike. More attention is needed on storytelling and timing actions to be readable. | / 3 |
| Project Scope | Student ensures that final submission is of the outmost quality. Work was handed in on time and in the correct format(s) required. Followed naming convention. All project criteria were met. | Work may have been handed in late and in some of the correct formats required. Somewhat followed naming convention. Some of the project criteria were met. | Work was handed in late and many of the formats that were required were incorrect. Did not follow naming convention. The project criteria were not met. | / 3 |
| TOTAL POINTS | | | | / 15 |