

Final Project

Organic machine story

Design – model – texturing – animating - compositing

- Design a machine / robot.
- Plan its functionality. How it will propel
- Type a story for 2 shots minimum. Use beats to describe the actions.
- Create a storyboard.
- Model the machine, UV and texture it.
- Shoot your HD video
- Rig your robot.
- Animate the character into the video plate.
- Composite the CG into live action footage.

Requirements:

- Smart design
- Functionality justifies how it moves. (e.g. propeller to fly)
- Character can roll on wheels or hover/fly – No legs or walking.
- Follow learned modeling strategies.
- No simple cubes put together.
- Model rigid parts -organic combined mechanical
- Non-organic rigs/ only basic parenting/ constrains **
- Use Arnold Lighting, Shaders, and Render passes techniques**
- Use of Render Layers/ render passes**
- Do compositing in After Effects**
- Video must use stationary camera(s)
- CG machine must move through the space and be covered fully or partially by one or more object part of the footage.
- Scene may have a minimum of two shots.
- Create a making of video showing all the passes and layers composition. lambert, ambient occlusion, color, wireframe, shadows, video plate.
- ** *Technique will be shown in class*

Deliverables:

- Final QuickTime format
- Making of passes or layers composition including, wireframe, color, ambient occlusion, and shadow. Other passes may include specular, reflections, and refractions.
- Both movie files must be HD 720p (1280x720) or bigger using 16:9 ratio
- H.264 codec compression
- Final Maya Archive .zip
- Character sheet – color design
- Storyboard of your mini story
- Journal with all referenced source images, milestone images, and self-critique.

Milestones:

Character sheet / Storyboard – Story beats – post to FB	Mar 19th
Video shoot - Character model – UV *** post to FB	Mar 26th
Arnold Texturing and lighting set up. FB	Apr 2nd
Character set up, scene set up * ** F B	Apr 9 th
Animation all shots	Apr 16th

Final Delivery –

Render and composite Critique May 2nd 7:30 am to 9:30 am

Final Delivery locations:

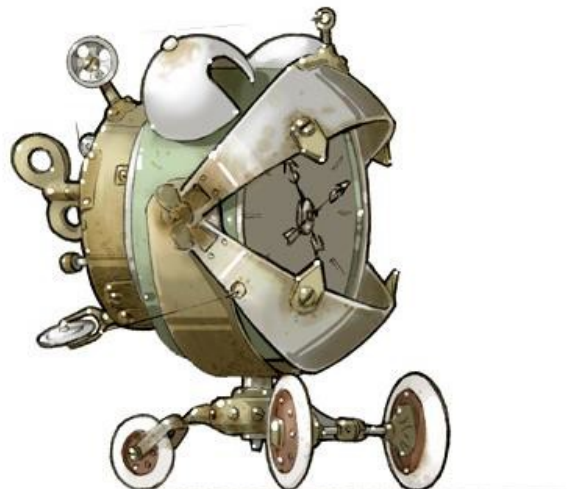
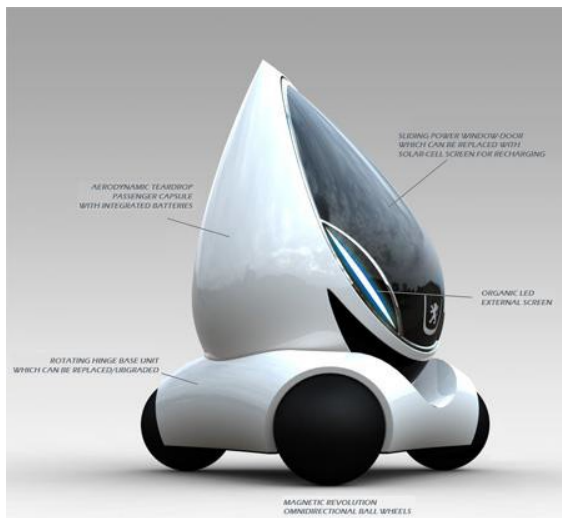
- D2L: Journal with all referenced source images, milestone images, and self-critique.
- Post your project to: <smb://emcfs.fsa.mtsu.edu>
In a **FOLDER WITH NAMING CONVENTION** containing the final QuickTime movie, Final Maya Archive zip file, Character sheet, Storyboard, reference images.

All the dates you'll receive a grade with or without receiving critique.

**** we will try to have group critique on these dates*

Machine / Robot of robot design:







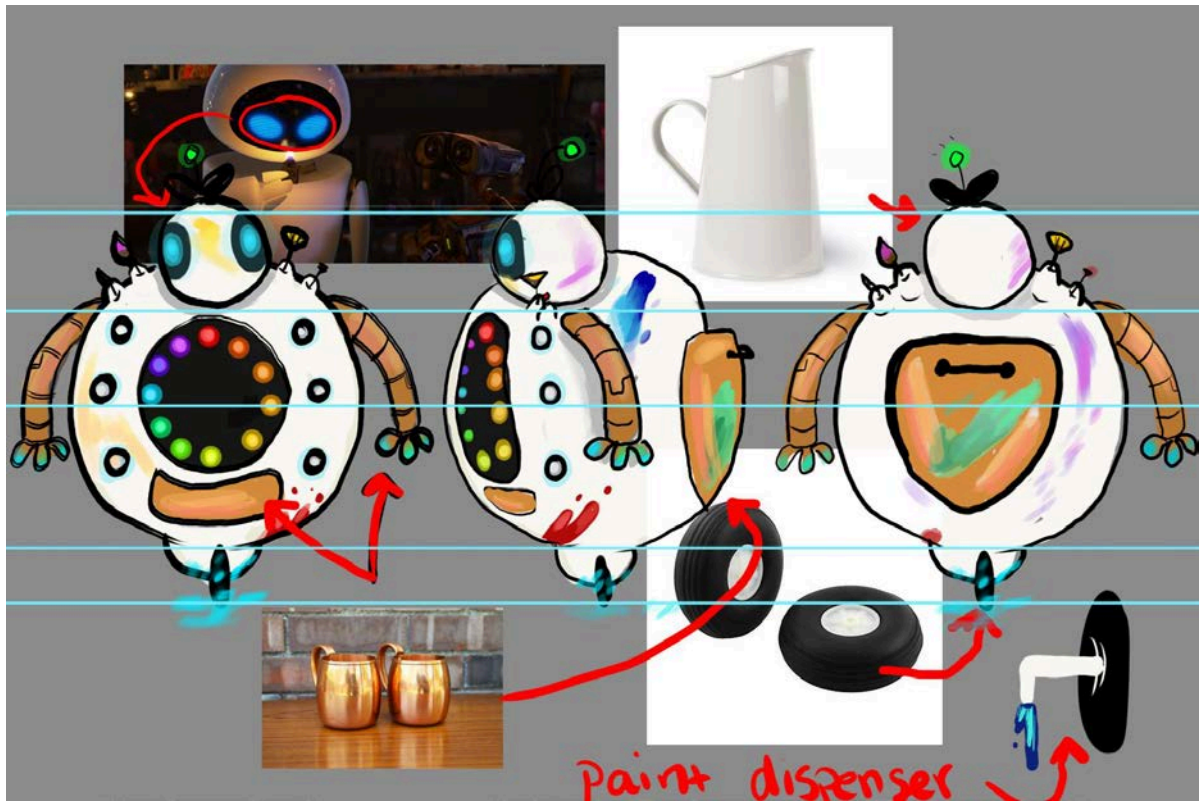
Example of storyboard:

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Shot	Panel	Shot	Panel	Shot	Panel
1	7	1	8	1	9
		<p>Notes then goes to work stitching the body together.</p>			
1	10	1	11	1	12
<p>Action Notes Finally, after some busy work, the ROBOT CHICKEN steps away.</p>		<p>Action Notes revealing a cyborg version of the scientist, ROBOT SCIENTIST. ~ The Robot Chicken jumps off his stool completely</p>		<p>Action Notes the ROBOT SCIENTIST wakes up, startled, his laser turns on.</p>	

This can be with stills from footage if footage is done before storyboarding.
Use template file provided on D2L.

Example of character sheet and color design.



Examples of final results



