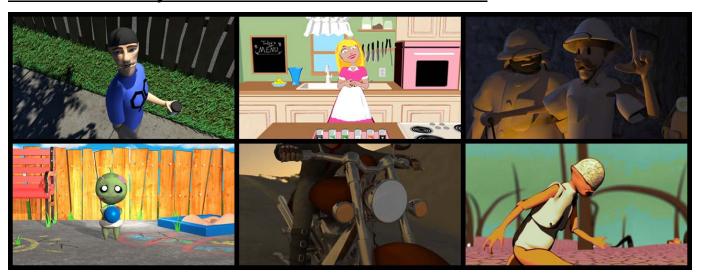# ANIM 4400 – Project: Animated Short Film: 98 POINTS

Assignment:

Create an animated short film from concept to completion. You will continue this project in *ANIM 4410: Animation Seminar II*.

The criteria listed below mainly pertains to 3D animated films. Regardless of the type of animation being used, criteria and content will be assessed on a case-by-case basis to ensure optimal success.

Criteria:

- **STORY IS THE MOST IMPORTANT ASPECT OF YOUR FILM**
- ~ Length is 30 sec. – 1 min.

- Characters
  - Single person – *Maximum* 1 character
  - Teams - *Maximum* 2 characters
- No crowd scenes
- One Environment

- It is recommended that you cater your story toward the area(s) you would like to focus in for a career. Example, if you prefer environmental modeling, write a story that emphasizes the environment, and less so on characters. Though you are encouraged to concentrate on a certain aspect(s) of the production (modeling, lighting, etc.), the film, as whole, still needs to be a complete film.

- You are not allowed to use any software, app, plugin, or technique (examples: dynamics, fur, hair, fluids, rigging, etc.) you are not already **proficient** at. R&D can take a lot of time when you could be creating material and refining skills you already have. You must demonstrate your proficiency to the professor to get approval to use something learned outside the classroom.

Pre-Production (28 Points):
It's important to make these pieces the highest quality they can be, not only for communicating your ideas to the class, but also so you can showcase these as additional pieces on your website.
- Script (1 point)
  - No particular format is required. Be very descriptive and paint us a picture. "Show me, don't tell me."
  - You will read your script to the entire class.
  - Submit as a PDF.

- Character Model Sheets & Environment Layouts (5 points)
    - Character Model Sheets
        - Should use the same criteria as prior classes
    - Environment Layouts
        - Different angles of your environment and any main props needs
    - All drawings should be of your highest quality and in full color
    - Submit as TIFF or PNG images.
- Storyboard (10 points)
    - Use 4x6 index cards and affix them to a black matte board.
    - You may produce these digitally, but you then must print them out and affix them to a black matte board.
    - All drawings should be of your highest quality and in full color.
- Animatic (10 points)
    - Scan all storyboard drawings and import them into Premiere or other video editing software.
    - Changes and fixes discussed during the storyboarding critique are expected to be present.
    - Rough sound is required.
    - Add in transitions and other movement difficult to show in storyboard form.
    - Submit as a 1280x720 (roughly) MP4 movie file using H.264 compression.
- Timeline (2 point)
    - Create a daily timeline of the rest of your work schedule for the semester after the preproduction stages. The timeline should start the day the Animatic and Timeline are due (see syllabus for date). BE VERY SPECIFIC making the timeline for day-to-day working, NOT week-to-week.
    - Example: Do not write, "modeling" for one of the days. Be more specific. Instead, write "modeling character #2's ears."
    - When creating your timeline, think about how long it took you to do something for past projects. Roughly gauge equivalent time. If there is a particular area you are not as comfortable with, allot extra time.
    - Assume you will have unexpected setbacks (corrupt files, getting sick, etc.) and plan your timeline accordingly.
    - If you know you won't be able to work a certain day (example: Thanksgiving), don't put anything on that day.
    - Create the timeline in list form (see example handout) and hand in as a single PDF.

Production (70 points)
The film's production components based on the type of animation you are producing. Films must be in **1920x1080** resolution.
- Digital 3D (everything up to animation)
    - Modeling
    - Texturing
    - Lighting
    - Rigging
- Digital 2D/Hand drawn
    - Approximately 50% of the total film (which can include animation, ink, color, effects, etc.)
    - Amount of work completed will be determined between the professor and student. A "contract" will be drafted by the student stating all the work to be completed in the first semester and agreed upon by both the student and professor.
- Stop Motion
    - Characters – fully modeled/made, rigged, clothed, ready to animate.
    - Sets – constructed, painted, rigged, etc.
    - Lighting – lighting setup complete, equipment acquired
    - 25% of the total film animated
    - Amount of work should be approximately 50% of total film

- o The amount of work completed could also be determined between the professor and student. A "contract" will be drafted by the student stating all the work to be completed in the first semester and agreed upon by both the student and professor.
  - o
- Other
  - o Type of work completed will be determined between the professor and student equaling approximately 50% of the total film. A "contract" will be drafted by the student stating all the work to be completed in the first semester and agreed upon by both the student and professor.

- Team Films
  - o Students may choose to work on a single film as a team. **Team size is maximum four people**.
  - o Though you are working in a team, every member of the team should still work on *all* components of the film where possible (everyone will model, light, texture, etc.). To better mimic a real-world situation, choose members of your team to be "Leads" on various aspects of your film based on individual strengths. Inform the professor of your choices. The Leads should be allowed make final decisions on those components of the film. Each person will contribute equal amounts of work on the film. Because multiple people will be making the film, it will be extremely important for you to distinguish your work from the other team members during critiques and when handing work in at the end of the year. This is great preparation for your future breakdowns.
  - o **10 points** of the total points (70) will come from Peer Evaluations. Each student will receive their own grade (an average of the scores). Beyond that, each student will receive the same amount of points thereafter. The film will be graded as a whole. This makes it extremely important for EVERYONE to contribute to the production equally. Just like the real-world, when a film receives accolades, everyone in the production celebrates. Conversely, when a film is panned, everyone shares in the disappointment. Choose your team members wisely. You're all in this together!
  - o Each team will submit a breakdown at the end of the semester detailing specifics on what each team member did and did not do.
  - o It will be extremely important for you and the rest of your team members to be in constant contact. **How much your team communicates will either lead to your success or your downfall.**

Turn In:

Preproduction Materials:
- Script
- Character Sheets and Environment Layouts
- Animatic

Production Materials:

3D	*2D*	*Stop Motion*	*Other*
• Still images of Character(s) • Still images of Environment • Still images of significant props • Final Maya files • Referenced source images	• ~50% of film • Final files	• ~50% of film • 25% of animation • Final files	• ~50% of film • Final files