

ANIM 4410 – Project: Animated Short Film: 92 POINTS



Assignment:

Continue production on your animated short film that you started in *ANIM 4400: Animation Seminar I*. By the end of the semester, you will have an entire animated short film to place on your demo reel and to submit to film festivals and contests.

UPDATED Timeline (2 points):

- Create a daily timeline of the rest of your work schedule for the semester. BE VERY SPECIFIC making the timeline for day-to-day working, NOT week-to-week.
- The timeline should start the **first day of class**.
- Example: Do not write, “animating” for one of the days. Be more specific. Instead, write “animating Scene 02 Shot 06.”
- Include in the timeline a breakdown list of what happens in each shot.
- 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 and Post Production (90 points):

The film’s production and post-production components are based on the type of animation you are producing. Films must be in **1920x1080** resolution. In addition to using H.264 compression (for class), you should export your film using other codecs. This will allow you to have other options for film festivals.

- Digital 3D
 - Animating
 - Rendering
 - Compositing
 - Sound
 - Editing
- Digital 2D/Hand drawn
 - The last 50% of the total film animated, inked and colored.
 - Compositing
 - Sound
 - Editing
- Stop Motion

- The last 75% of animation
- Compositing
- Sound
- Editing
- Other
 - The final amount of work completed determined between the professor and student. 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 semester and agreed upon by both the student and professor.
- Video Reference Footage
 - Students must film video reference footage regardless of the type of animation being used. Each shot must be filmed and should be the same composition you need for your film. There are PLENTY of fellow animators in the program very willing to help you film your footage.
 - Footage should then be edited together. This will give you a better sense of timing. You may find that your animatic is either spot on for timing or very off.
 - **Do not film alone.**
- Team Films
 - Students may choose to work on a single film as a team. **Team size is maximum four people.**
 - 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.
 - **10 points** of the total points (90) 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!
 - Each team will submit a breakdown at the end of the semester detailing specifics on what each team member did and did not do.
 - 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:

Production Materials:

<u>3D</u>	<u>2D</u>	<u>Stop Motion</u>	<u>Other</u>
<ul style="list-style-type: none"> ● Final Film ● All final production files 	<ul style="list-style-type: none"> ● Final Film ● All final production files 	<ul style="list-style-type: none"> ● Final Film ● All final production files 	<ul style="list-style-type: none"> ● Final Film ● All final production files