

## GAM 218 – 3D Modeling & Animation Foundations

### Project – Toon Warrior: character animation

**DUE DATE:** \_\_/\_\_/\_\_

#### Character Animation

- Your warrior must somehow evade **1-3** separately thrown projectiles - or fail in the attempt.
- Focus on marking out clear moments of *Thinking > Emotion > Action*.
- *Clarity* of narrative should be your primary goal.
- Pay attention to the following four principles of animation:
  - a. Anticipation
  - b. Squash and stretch
  - c. Exaggeration
  - d. Personality
- Don't forget the other four we already covered: timing & motion; staging; slow in & out; and secondary action.

#### Animation Workflow

1. Draw a storyboard and then start animating (24 fps).
2. Create a render camera and place it to best stage the action. However, *on no condition* should you animate it!
3. Do the character animation first (remember to go into the Graph Editor to add weight).
4. Then add in the “weapon & shield”.
5. Add the projectile only once the character's timing is down.

#### Submit:

A zipped folder that includes:

1. Playblast of your first TEA sequence uploaded to Facebook
2. Final Maya scene
3. Composited .mov file

#### The rubric:

Your work will be graded upon the following criteria:

First TEA sequence playblast	5
Character animation (including suggested fixes)	10
Rendered, composited .mov	5
Late	(-2)
Total	20