## Project – biped character: idle cycle / run cycle

**DUE DATE:  __/__/____**

Animate your 3D biped character design.  Pay particular attention to your character's personality and function.  In-class and Vimeo demos will be provided:

1. An idle cycle (based off your video reference):
   https://vimeo.com/album/4863769
2. A run cycle: https://vimeo.com/album/4280682

Submit:
A zipped folder that includes:
   1. A rendered idle cycle
   2. A rendered run cycle animation

The rubric:
Your work will be graded upon the following criteria:

| | |
|---|---|
| Idle cycle | 5 |
| Run cycle | 5 |
| Technical quality | 5 |
| Aesthetics/appeal | 5 |
| Late | (-2) |
| Total | 20 |