

Project – stylized vehicle animation

DUE DATE: __/__/_____

1. Rig your stylized vehicle design following these Vimeos:
<https://vimeo.com/album/4000810>
2. Animate your vehicle through, around or over an obstacle of your own creation. You may use the environmental hint that you have already created or some other simple object that “lives in the same world”. Use the following Vimeo album as a reference for animating techniques:
<https://vimeo.com/album/4191892>
3. Think about camera framing and angle. It is *highly* recommended that you NOT animate the camera. How dynamic can you make it?
4. Create **at least** one major element of secondary action – does the vehicle hit something out of the way, does a door swing open and bang closed, do objects on the roof bounce around? These things will make your animation come alive!
5. Exaggeration is a *good* thing! Do not shy away from it!

Submit:

A zipped folder that includes:

1. Maya scene of finished rig (before animation)
2. Initial playblast provided to me in class or via FB message for comments & feedback
3. Maya scene after “final” animation
4. Rendered animation (HD720/QT file)

The rubric:

Your work will be graded upon the following criteria:

Rigging	4
Initial Playblast	4
Detail & complexity	4
Technical quality	4
Aesthetic/appeal	4
Late	(-2)
Total	20