3D Modeling and 3D Animation DMST 5132 and DMST 5135

University of Houston-Clear Lake, Anne Henry, MFA

1. 3D Modeling: Poem and Concept Statement Write a poem for an animation and provide a concept statement.

Project Description:

Write a poem that will work well as an animation keeping in mind that the animation will be 30 seconds long. Develop a poem with storytelling qualities that can be presented in a visually compelling manner. Consider a theme or genre that is interesting to you and can realistically complete without a loss in quality.

Write a Concept Statement for your poem. In a brief paragraph indicate the main idea for the poem. Include a description of the setting for your poem. The Concept Statement should include scene location, historical time period (if appropriate), story setting and mood, time of day and stylistic treatment.

2. 3D Modeling: Concept Sketch for Animated Poem.

Project Description:

In the 3D Animation Pipeline, it is typical to develop a visual representation of the concept proposed for a script or animation. Traditional methods are often used to develop these sketches. They are done in colored marker, water color, pencil or any traditional media. As digital artists, you have the option of using either traditional tools or digital tools such as Photoshop or Illustrator.

A single sketch is required for this project. For the concept sketch, select a scene that sets the theme for your poem and will serve as a guide as you build your scenes in Maya later. Use color to give a feel for the color palette, lighting and mood you desire in your finished animation.

3. 3D Modeling: Maya Scene for Animated Poem

Project Description:

Create the primary scene for poem you plan to animate in the future. Graduate students must research and apply advanced 3D modeling techniques to the models and scenes created.

Provide native Maya Project Folder for scene. Render 3-5 views of the scene. You may composite background in Photoshop. Save finished files at 720 X 486. Create and present PowerPoint presentation that includes the poem, the concept sketch and the rendered views of the scene.

Project grade will be determined by the use of reference materials in the development of project, the level of model refinement (modeling and surface/texturing), scene lighting and the overall aesthetics of the project. Graduate students must demonstrate advanced modeling skills and evidence that advanced techniques were utilized in project.

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4. 3D Animation: Storyboard

Description:

Create a storyboard of your poem that illustrates the flow and visual treatment for your animation—a visual interpretation of the story.

The storyboard will be a sequence of illustrations that shows the visuals that will accompany the dialog or actions in the animation.

The focus should be on general shot composition, actions and camera moves that take place in the animation. Transitions between shots can also be indicated on the storyboard. It will become the blueprint for the animation. This storyboard will be considered the production storyboard, though initial rough storyboards will be fleshed out first, the production storyboard is the product that will be submitted for this assignment.

5. 3D Animation: Sound Catalog and Narration

Sound Catalog Description:

Creating a sound catalogue can help you get organized and easily record all of the effects for your animation. First, you will write a list of all of the sounds you need to procure for your animation to be complete. Don't forget to include background noise. Next, determine where you will find these recordings (sound effect compilations, or royalty-free sites on the Internet), or if you need to make them yourself. Create Sound Catalog list in Word and submit to instructor along with your sound files.

Narration Description:

Record a high-quality recording of your poem\narration saved in stereo as an .aiff .wav or MP3 file. Submit your sound files to instructor as either .MP3, .AIFF or .WAV files.

6. 3D Animation: Animatic with Soundtrack

Description:

Using a digital video editing program (Adobe Premier), develop an animatic for your animation. This will be the basis for your animation, and will help you ensure both that the sound is synched to the imagery, and that you have worked through your decisions regarding motion and time. You will need to include the soundtrack for your animation as part of the animatic. Submit your finished animatic to your instructor in as an .AVI.

7. 3D Animation: Opening and Closing animation that will later be edited into the final piece

Description:

After Effects must be used for both the Opening (Title Sequence) and Closing (Credits) animations. The Opening (Title Sequence) must have animation of both text and objects/graphic elements. It should also include music. This title sequence should include the title of the animation. The treatment for the animation should set the mood for the story that will be presented in the animation.

8. 3D Animation: Final Animation

Description:

Render your scenes in Maya and if necessary, composite in Adobe After Effects. Remember, the frames must be rendered as 720 X 486 NTSC D1. Import rendered Maya TARGA sequences or composited After Effects AVIs into Premier. Combine with the sound track and apply transitions between clips. Include Opening and Closing sequences created in After Effects as well. Save the animation as an AVI file. Provide instructor with Maya Project folder and AVI, MP4 or QuickTime file of completed animation.

Process and Deliverables:

1. In Maya, model 3D objects and apply surface treatment to objects.
2. Light and arrange modeled objects in 3D scenes.
3. Animate scenes and render animated TARGA sequences in Maya.
4. Composite animated sequence with 2D elements in Adobe After Effects.
5. Save composited scenes from After Effects as AVI files.
6. Import AVIs from After Effects into Adobe Premier.
7. In Premier, combine soundtrack with animated scenes.
8. Include Opening and Closing sequences into final Premier file.
9. Apply transitions between scenes.
10. Save your finished animation as an AVI, QuickTime or MP4.