

Run and Jump
AM308
Character Animation I
Spring 2014

April 7, 2014 – June 18, 2014
Monday, Wednesday, Thursday: 3pm – 4:50pm
Room: C120
Office Hours: Mondays, 5:00pm – 6:50pm

Instructor: Benjamin R. Parks
Phone: 919.488. 8500 ext 220
Email: bparks@living-arts-college.edu

Run and Jump

Due: Wednesday, April 30

There will be a critique on the due date.

Setup a proper project directory using Maya's default project subdirectories. Your scene and project should be named according to the project; for example your first initial, last name, followed by "runAndJump_0#" with no spaces in the name. (Spaces in filename should always be underscores) All objects inside your Maya file should be named appropriately with no miscellaneous or extra objects, transforms, or unneeded geometry.

On the media drive in our class folder, copy down 5thAssignment project folder. In the scenes folder there is the runAndJump_01.mb file. The rig file hasn't changed so to start the rig controls are set in "morph" mode, allowing you to tweak the appearance of the character. Make some adjustment to get the character away from his default look. Once you have done that switch the rig over to animate mode. This control box will allow you to quick select various groups of controls.

Remember we are focusing on transitions in this exercise. We want to see the difference between him thinking about an action and then doing it, and the smooth transition that happens seemingly automatically between the run and jump. The character should make it from the right cliff to the left cliff. You can decide how successful it is once it gets there, but it needs to at least clearly touch the other side.

We should be able to read the characters emotions as they go through the actions. Remember this is a full character animation. We are looking for strong poses, which take all of the character into consideration. Rough out the poses first, then go back and refine the motions. We want a smooth transition from a clear run to a jump. Pay close attention to anticipation and recovery poses; they play a big part when you are throwing a character around. Overlapping action and avoiding twinning will go a long way to help with overall smoothness.

Your animation should be exactly 12 seconds. How you choose to spread out your run and jump over those 12 seconds is up to you. Most of it could be thinking / getting himself ready, celebration at the end, hanging on for dear life, or any other part of your action so long as it clearly has a run and jump. You are required to film yourself acting out your concept. While your animation won't match perfectly since you don't have cliffs to jump across, we need to see you performing essentially what you want your character to do.

Once you are happy with your animation, find a camera angle that best shows off your animation and create a playblast file. Do not animate or use multiple cameras, find the best one angle to show off your performance.

What you will be turning in for the Run and Jump.

1. Maya Project directory folders
2. Maya scene files with your run and jump
3. Digital file of your live action performance of your concept
4. Playblast file in the images folder
5. Maya files are named correctly using proper naming convention
(ie: bParks_runAndJump_09.mb)

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Grading Criteria:

Grading is based on the below criteria for the Run and Jump:

05	Project setup and file management [05]
13	Clearly portrayed and well animated run [13]
13	Clearly portrayed and well animated jump [13]
15	Strong character performance, clear and expressive emotions [15]
15	Effective use of weight, timing, and fluid movement [15]
14	Good transitions between actions, clear difference between thought out and natural flow [14]
10	Digital file of your live action performance of your concept [10]
05	Playblast effectively shows character run and jump and is saved in the images folder [05]
10	Asked and answered questions in the critique [10]
100	total grade [100 points]

This grade is also 2.5% of the Cumulative Homework grade for this course.

grading scale: A (90-100), B (80-89), C (70-79), D (60-69), F (0-59)
Grades also reflect upon the time the project is submitted.

- **All work must be handed in at the beginning of class. (15 minute grace period) Work submitted after the first 15 minutes of class, is Late.**
- **Assignments submitted late or incorrectly, if accepted at all, will be reduced in letter grade.**
- **Late work must be submitted during the next day following the due date even if no class is held that day.**
- **Assignment submitted beyond three days late will receive and F grade.**
- **Resubmissions of projects for better grades are not accepted, do the best work the first time.**
- **Deadlines are important.**

HOMEWORK EXPECTATION

As stated in the syllabus for this course within the course description, this course has an expectation of **4 hours per week** to be spent on homework outside the classroom.

It is expected that the average student will spend **at least 4 hours** on the 1 week period of this assignment to the complete the previously described process of this particular assignment. The learning outcomes of this assignment are a result of the assignment process shown above and instruction rendered from the instructor, either during class or in this document.

These learning outcomes are generally comparable with those resulting from commonly accepted practice in the field. Each of these steps will be graded according to the rubric found above.

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