

**Animated Project  
AM404 Animation Production Studio  
Spring 2014**

**Associate Professor Rich Ponte  
Phone: 919.488.8500 ext 234  
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**April 7th – June 18th  
Mon, Weds, Thurs: 1 – 2:50pm  
Room: C119**

**Animated Project**

**Assigned: Monday, April 7th  
Due: Wednesday, June 18th**

This is a group project and the project, an Animated Short will be graded based on all of the various parts and pieces that went into making it (models, textures, animation, etc). Also because this is a team project the team will receive a grade on this project.

**There is no “I” in team.**

Therefore it is up to you and your teammates to make sure if anyone gets off target or falls behind, they are picked up and helped to the finish. This is usually done by sharing the burden of work load. Work assignments will be given out to team members based on their ability and skills but also availability.

**You are supposed to BEAT deadlines not MEET deadlines.**

**What you the team will be turning in.**

Finished Animated Project all files associated with project both on disc and server.

Server Files Included (ALL):	All files from Maya (.mb), Photoshop (.psd), After Effects (.ae). Any Audio files. No Compression Quicktime of Animated Short, h.264 Quicktime of Animated Short, Bios and Headshots, DVD Case Labels and Insert files. Video TS file. ETC. Most files will already be there in the project directory location since you will be working off the server.
Disc Files:	Playable DVD w/ Label and Case Insert

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**STUDENT NAMES:**

**Grading Criteria:**

Grading is based on the below criteria for the Animated Project:

- \_\_\_ Storyboards finished on time and good quality, well framed. [05]
- \_\_\_ Animatic finished on time and good quality, timed well. [05]
- \_\_\_ Character Models finished on time and good quality, high fidelity, matched concepts. [10]
- \_\_\_ Environment Models finished on time and good quality, high fidelity, matched concepts. [10]
- \_\_\_ Character Model Textures finished on time and good quality, high fidelity. [10]
- \_\_\_ Environment Model Textures finished on time and good quality, high fidelity. [10]
- \_\_\_ Lighting finished on time and solid and atmospheric quality achieved. [10]
- \_\_\_ Character Setup finished on time and functional, able to emote. [10]
- \_\_\_ Animation finished on time and good quality, good performance. [10]
- \_\_\_ Renders setup and wrangled on time. [05]
- \_\_\_ Post Production / Editing done on time with precision professional quality. [05]
  
- \_\_\_ **total grade** [100 points]

**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.**

**This grade is also 27.5% of the Cumulative Homework grade for this course.**

- **This is a final project there is no late, projects must be submitted on the due date. No late projects will be accepted.**

**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 40 hours** on the ten week period of this assignment to 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.