EMC 3310 – 001 Project: Robots & Machines: 35 POINTS

Build a robot/machine to composite into live action footage. Model and texture the robot/machine according to your own preproduction designs. Do research on real mechanical machines and robots to see how they work, move, and are put together. The robot must look as if it could really move with gears, hinges, pivots, wheels, screws, nuts, bolts, etc… Rig the robot/machine for animation and animate it in use or performing a task. The robot/machine must pass behind a real object. You will not be adding people to physically interact with the robot/machine, so make sure it can work and be activated without touch. Render out with various render layers for more control during the compositing process. Using Adobe After Effects, composite the robot/machine into your own live action footage. Keep the video footage as a stationary shot (ideally using a tripod or setting the camera on a solid surface). In terms of design, you are only limited by your imagination and engineering skills. The project will be handed in using the following criteria:

Turn In:

- Final Movie:
    - Quicktime format
    - HD 720p (1280x720) or bigger using 16:9 ratio
    - H.264 codec compression
- Final Maya file
- Referenced source images

DUE DATES:

9/27	• **Model sheets**
10/11	• **Video footage**
10/18	• **Modeling**
10/23	• **Rigging**
10/25	• **Animation**
11/15	• **Texturing w/ rough lighting**
12/4	• **Lighting, rendering, compositing**