

Junior Capstone Project – Assignment Summary
Mrs. Clark
Grade 11 – Southwest Career and Technical Academy
7 Week Project

The 3D Animation students at the end of their junior year create a capstone animation that is a cumulating project of the animation skills they have learned over the past year and a half of using Maya, and iClone. Starting with modeling, rigging and animating a character designed by them in an earlier lesson on character development.

Students broke down into teams of 3 students for this project.

The assignment was very open ended as to the direction they would take, however, they need to include the following items:

- 1) 1 or more of the characters designed previously must be used.
- 2) iClone motion capture had to be used at least once.
- 3) A “corridor” needed to be included in the environment.
- 4) Audio, including music and sound effects.

Students started by storyboarding their idea and presenting it for approval. Once their idea was approved, the students started modeling their environments, working with their character and iClone, animating, etc. Audio was recorded and video clips were edited.