# Animated Poem Project Descriptions
## 3D Computer Modeling
**DMST 5132**
and
## 3D Animation
**DMST 5235**

**Faculty: Anne Henry, University of Houston-Clear Lake**
henry@uhcl.edu

## Description for Animated Poem

The 3D Modeling and 3D Animation courses cover the entire 3D animation process from concept development to a finished animated product. The animation work-flow used in the computer graphics industry will be utilized. Preproduction products will be generated by the students leading to the final project—a completed quality animation. The student will learn animation techniques using Maya and continue to develop modeling and lighting skills learned in the 3D Modeling course. The student will be introduced to Adobe Premier and Adobe After Effects as additional tools required in the animation pipeline. Storytelling, composition and cinematography will also be covered in this course.

### 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.

### 3D Modeling: Concept Sketch for Animated Poem
Create a 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.

### 3D Modeling: Maya Scene for Animated Poem
Create a 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.

## 3D Animation: Storyboard

Create Storyboards for Animated Poem

### Project 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. 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.

## 3D Animation: Animatic

Create an Animatic for Animated Poem

### Project 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 synced to the imagery, and that you have worked through your decisions regarding motion and time. You will need to include the narration track and soundtrack for your animation as part of the animatic.

## 3D Animation: Opening and Closing Sequences for Animated Poem

Create and Opening Sequence and Closing Sequence for Animated Poem using After Effects

### Project Description:

After Effects must be used for both the Opening and Closing Animations. The Opening (or Title Sequence) should set the stage for the story, in this case the Animated Poem. The Opening and Closing animations must flow logically and aesthetically into the Animated Poem. The Opening must have animation of both text and objects/graphic elements. The Closing must have animated text and may have other animated elements in addition to the text.

The elements used in After Effects can be created in any application or medium as long as it is appropriate for the final animated poem.

Save Opening Sequence and Closing Sequence as Quicktime or AVI files.

## 3D Animation: Final Animation

Animate, render, composite, edit and output Final Animated Poem

### Project Description:

Animate the Maya scene created for the Animated Poem from the 3D Modeling class. Refine scene and add additional scenes if necessary to provide a complete story. Refine textures, shaders, camera movements and positions and lighting for scene. Render scene(s) as TARGA sequences at 720 X 486. Composite rendered frames if necessary in Adobe After Effects. Output rendered After Effects frames as TARGA Sequence.

Edit TARGA Sequences in video editing program, Adobe Premier. Combine TARGA Sequences with soundtrack in Premier. Apply appropriate transitions between shot sequences in Premier. Import Opening and Closing Quicktime or AVI files into Premier file. Export entire Premier file containing the Opening Sequence, the Animated Poem and the Closing Sequence as an AVI or Quicktime file.

# Animated Poem: Student Projects
## 3D Computer Modeling DMST 513 and 3D Animation DMST 5235

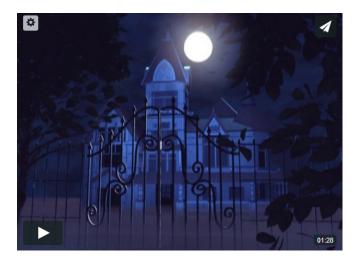**Faculty: Anne Henry, University of Houston-Clear Lake**



**Project:** Animated Poem
**Student:** Kristan King
**School:** University of Houston-Clear Lake
**Program:** Digital Media Studies Program
**Faculty:** Anne Henry
**Title:** "Shishi Odoshi"

https://vimeo.com/96543343



**Project:** Animated Poem
**Student:** Ruba Shaikh
**School:** University of Houston-Clear Lake
**Program:** Digital Media Studies Program
**Faculty:** Anne Henry
**Title:** "Frightening Visage"

https://vimeo.com/96543342