

WOODBURY UNIVERSITY

School of Media, Culture, & Design

DEPARTMENT OF ANIMATION

ANIM 485-6 Senior Studio Assignments

Instructor: Ric Heitzman

Overview

Each senior enrolled as a BFA (animation major) at Woodbury University is required to produce a senior thesis film in his or her senior year as an undergraduate. The senior film can be produced by either an individual or teams limited to three students.

Fall semester, seniors are required to develop a narrative pitch, storyboard, animatic, character designs and background designs.

Spring semester, seniors are required to animate, color, composite and edit a completed film. Films to be entered into film festivals must have original music and the rights to use that music in their films.

ANIM 485 Senior Studio 1

Detail of Assignments related to Preproduction of the Senior Capstone Project

Each student will create a production bible that will be maintained through the completion of the thesis project. Concept art, storyboards, character design and research material will be included. The final animatic will be submitted as a Quicktime data file with scratch track sound on a DVD. This DVD should be legibly labeled in a sleeve.

Assignment 2. **First Pass rough Story Pitch** in a complete form, (beginning, middle and end, with conflict setup and resolution) and rough character sketches include some research for interior and exteriors. **Pitch to class - Wednesday 9/04.**

Assignment 3. **First Pass of the storyboard**, In this case means finished visualization in a loose form easily identified by the viewer, due **Wednesday 9/11.**

Assignment 4. **The completed Storyboard is due Wednesday 9/25. Class Critique.**

Assignment 5. **First pass of Visual Development** (character turnarounds and expressions) are due **Wednesday 10/03.**

Assignment 6. **Final pass of the completed character development** is due Wednesday 10/02.

Midterm evaluation will be held on October 9. Present current state of production for review and evaluation.

Assignment 7. **Completed Action key poses and expression model sheets are due, Wednesday 10/16.** Assignment 8. **First complete pass of animatic** is due **Wednesday 10/30.**

Animatic is limited to 2 minutes in length for individual students, 3 minutes in length for teams.

Assignment 9. Completed animatic with sound design: (sound effects and rough dialogue track timed to animatic) is due **Wednesday 11/20**.

Assignment 10. **Completed production schedule for the spring semester is due Wednesday 12/27.**

FINAL REVIEW Wednesday 12/04. Students are responsible for presenting their character designs, storyboards, layouts of visual development which include character poses and expression investigations, costuming and design of both props, interior and exterior backgrounds, finished animatic for review. *Labeled archival discs of animatic and copies of storyboards, character turnarounds and visual development are due Friday 12/06 at 4PM for a final grade.*

ANIM 486 Senior Studio 2

Detail of Assignments related to Preproduction of the Senior Capstone Project

ANIM 486 is an advanced studio course that consolidates all animation methodologies. This course focuses on project development and the transformation of a story into a film or interactive project. Topics include dramatic/comedic structure, theme, continuity, visual language and presentation skills. Projects include completion of a production schedule, layouts, key poses, inbetween animation, background art, character design, sound design, editing, and compositing a finished project.

Student will create a production bible that will be maintained through the completion of the thesis project. Concept art, storyboards, character design and research material will be included. The final digital film short will be submitted as a QuickTime data file (.mov) with sound and titles on a DVD. This DVD should be delivered in a sleeve with a legible label containing the information listed below in the Project Labeling and Archiving section.

Assignment No.1 due January 16: Completed production schedule for the semester.

This schedule consists of:

- A breakdown of the total number of scenes in your project into 4 quarters.
- Breakdown those each quarter into the categories of: Layout, Animation, Test, and Improve animation, Scan, Clean up, and Edit into animatic, Sync sound to animatic, Adjust timing of animatic, Composite and Render.
- Assign dates of completion for each stage of each scene within each quarter. Ensure that all scenes will be completed on or before the class deadlines.
- Assign due dates to record and edit voice tracks, sound efx and music.
- Assign due dates for scanning and compositing scenes before each class assignment deadline.
- A visual chart or graph to gauge your progress towards completion of film.

Assignment No. 2 due January 28. Completed layouts and key poses are due for the 1st quarter of scenes.

- All voice recording and sound design must be completed by this date.
- All puppets, props and Maya models & props must be completed by this date.
- Last day to add or drop classes.

Assignment No. 3 due February 13. Completed animation for the 1st quarter of scenes, rendered and replaced in animatic.

Assignment No. 4 due February 20. Completed layouts and key poses are due for scenes from the 2nd quarter must be timed by this date to start animating.

Assignment No. 5 due March 13. Completed animation of the 2nd quarter of scenes is due. Individual Rough poster art & layout are due. Midterm review & class critiques.

Assignment No. 6 due March 25. Completed layouts and key poses are due for scenes from the 3rd quarter must be timed by this date to start animating.

Assignment No. 7 due March 27. Completed Poster Art for screening due.

Assignment No. 8 due April 08. Completed animation of the 3rd quarter of scenes is due. 3rd quarter Maya scenes rendered and edited into animatic.

Assignment No. 9 due April 22. Completed animation for 4th quarter of scenes. Begin compositing, editing and final render. 4th quarter Maya scenes rendered and edited into final film.

Final Review April 26. Bring a data disc with a .mov file with your film burned onto it to the review. Test it on a computer other than the one you rendered it on to insure it plays at the appropriate speed. After this review, the final high quality render of your film will be due no later than April 30th at 1PM in Ric Heitzman's office in the faculty center for final grading and inclusion in the Showcase. Please deliver your final film as a QuickTime (.mov) data file recorded on a correctly labeled DVD. Finishing your film does not insure inclusion in the Animation Showcase. A committee of the Animation faculty determines the final roster of the Showcase.