

# EMC 4400: Animation Seminar I

## Project: Animated Short Film



### Assignment:

Create an animated short film from conception to completion. You will continue this project into the following semester.

### Criteria:

- **STORY IS THE MOST IMPORTANT ASPECT**
- Length is 30 seconds – 1 minute
- *Maximum* 2 characters
- No crowd scenes
- 1 environment
- Don't tackle too many (or any at all) technical aspects that you don't know (dynamics, fur, hair, fluids, new software, etc.)
- Don't ignore the *12 Principles of Animation*
- Though you can focus on a certain aspect of the production, the film as a whole still needs to be complete.

### Stages:

- The stages to be completed by the end of this course are;
  - Script
  - Character & Environment sheets
  - Storyboard
  - Animatic
  - Production phases based on the type of animated film you are making:

| <u><b>3D</b></u>   | <u><b>2D</b></u>  | <u><b>Stop Motion</b></u>  | <u><b>Other</b></u>   |
|--|---|--|---|
| <ul style="list-style-type: none"> <li>• Modeling</li> <li>• Texturing</li> <li>• Lighting</li> <li>• Rigging</li> </ul> | <ul style="list-style-type: none"> <li>• 50% of total film</li> <li>• Content completed based off agreement between student and professor.</li> </ul> | <ul style="list-style-type: none"> <li>• Characters made and rigged</li> <li>• Sets constructed</li> <li>• Sets lit</li> <li>• 25% animated</li> </ul> | <ul style="list-style-type: none"> <li>• 50% of total film</li> <li>• Content completed based off agreement between student and professor.</li> </ul> |

Once your Animatic is completed, you will hand in an *extremely* detailed timeline...

**Timeline:**

- Create a daily timeline of the rest of your work schedule for the semester. The timeline should start after the *Animatic* is turned in. The timeline should be in the form of a *calendar*. BE VERY SPECIFIC making the timeline for day-to-day working, not week-to-week. Example: Do not write, “animating” for one of the days. Be more specific. Instead, write “animating Scene 02 Shot 06.” **Hand in the Timeline as a PDF, in calendar form, on the due date.**

**Turn In:**

Preproduction Materials:

- Script
- Character Sheets and Environment Layouts
- Animatic

Production Materials:

- |   |  |   |  |
|---|--|---|--|
| <p style="text-align: center;"><b><u>3D</u></b></p> <ul style="list-style-type: none"><li>• Turntables of characters</li><li>• Fly-through of environment</li><li>• Final Maya files</li><li>• Referenced source images</li></ul> | <p style="text-align: center;"><b><u>2D</u></b></p> <ul style="list-style-type: none"><li>• 50% of film.</li></ul> | <p style="text-align: center;"><b><u>Stop Motion</u></b></p> <ul style="list-style-type: none"><li>• 25% of animation</li></ul> | <p style="text-align: center;"><b><u>Other</u></b></p> <ul style="list-style-type: none"><li>• 50% of film</li></ul> |
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