



CSUF – ART355 3D CHARACTER RIGGING/ANIMATION FINAL PROJECT

VANG

3D CHARACTER RIGGING FINAL

DUE LAST DAY OF CLASS

Final Project Goal: Create a skeletal structure in a 3D Character Mesh

Requirements:

- 1.) Usage of Autodesk Maya Software
Character Rig must have the following:
 - a.) Reverse Foot
 - b.) IK/FK Arm Switch
 - c.) 5 Facial Expressions (Blendshapes) or Joint controllers for Character Face.
 - d.) UI (User Interface) Controls for Character Face
 - e.) Aim Constraints applied to Character's eyes
 - f.) Customized Attributes: Character rig must have at least 1 – 5 customized attributes per Character Controller (i.e., hand controller, foot controller, head controller, etc..)

Additional Requirements

Students will be required to perform a screen recording showcasing each controller and its customized attributes, blendshapes or face controllers, and additional mesh such as hair, wings, or clothing. Please take note that the whole Maya interface will need to be visible while recording and not just the Maya Viewport.

Students are required to do a 15 second animation at the end of the screen recording. Total running time should be one minute to a minute and a half long.

***Note:** The Character animation can be any type of movement that successfully demonstrates techniques from the 12 principles of animation such as “squash and stretch”, “anticipation”, “staging”, “follow through”, “slow in and out”, “exaggeration”, “Appeal”, etc., these principles can be seen in actions such as: walking and running, combat, dancing, monologues, exercising, and emotional roles, etc. (Remember animate with personality!)

Required Character Animation Tools:

- a.) Character Sets
- b.) Animation Layers

Consider the following suggestions:

- As you animate or give direction to your Project, think about how you would like to move your cameras around to make your scene look more interesting, (in other words, “Stage out your scene”)
- Try some of these secondary camera moves:
- Create a camera and Zoom In/Out
- Create a camera and Dolly In/Out
- Frame your character, Long, Medium, Close Up Shot
- Panning Left/Right/Up/Down

Also consider the following:

- What are some of the highlights of your scene?
- Is there a Point? Where are you leading your audience?
- What Dynamic Simulation and Forces of nature can you use to compliment your scene
- Think about what you want to do before you start. This will save you lots of time. You can begin by looking at references, either on websites, books, life references, or videos
- Don't be overly ambitious. If it is too complex, and you can't make it work, find another way to do it or just forget it. Remember you only have a few weeks.
- Save intermediate versions of your work often! This is very important for two reasons. One is that you are less likely to accidentally ruin your project file. Second is that you will be able to experiment with new ideas without fear of wrecking previous work.
- Save your work, quit the program, and start it again every hour or so. Many computer programs start behaving poorly when they have been used for many hours.

Deliverables

- The Final Project must be "Batch Rendered" or "Sequenced Rendered". Playblast files will not be accepted.
- You may use Adobe After Effects or Premiere Pro to compose the renders for final completion.
- Turn in videos should be should be 1280 x 720p (.H264 Compressed) .MP4. 1 minute to 1min 30secs. long. Title sequence should be included the student's project, i.e., Project Name, Class, and name of Character, i.e, ART355 Character Rigging Final Project, by Jane Doe, Elf Warlord, etc....
- Maya Project Files (Please be sure to set your project folders)

Grading for this assignment will be based upon the following rubric:

- Animation References (10)
- Technical prowess of Rigging and Animation Tools in Maya (usage of learned tools) (30 points)
- Complexity of Project (20 points)
- Followed Project Guidelines (30 points)
- Project Organization and Appeal (10 points)

Total Possible Points: 100

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