

**Computer Science 808**  
**Spring 2005**  
**Final Project – Animation**

**Script and Storyboards Due: Tuesday, 4/26/2005**  
**Final Animation Due: Friday, 5/6/2005 (6:00 p.m.)**

### **Description**

For this project, you will create a short animation lasting at least 40 seconds. You may work alone or with a team of no more than three students.

As with the video, you should complete the following:

- come up with an idea for the animation
- write a script (dialogue is not required)
- create storyboards (at least one for each shot)
- model the objects in your scene (optional – you may obtain models elsewhere, but their origin must be documented on your webpage)
- animate the story
- texture and shade the objects (as much as possible)
- light the scene appropriately
- render the frame files and generate a movie in mpg or mov format

The subject of your animation is completely up to you, but try to create something effective that can be done within the time frame given. You might think about building from models/animation from your previous projects (modifications must be substantial).

As always, have fun and be creative with this project!

### **Submission Requirements**

You should create a web page with the following:

- your name, the date, and a title/description of this project
- an explanation of your project
- the script
- storyboards (alternatively, hardcopies can be submitted)
- at least one frame from each shot in your animation
- a link to view your animated movie

Once your animation is complete, you will give a presentation in class where you will provide a brief explanation of your story and show the animation you created. You may also discuss the problems you encountered and how you overcame them. The class will then be allowed to critique your work.

Your grade will be based on the overall quality of your storyboards and animation, as well as the presentation of your work in class and on your web page. While some creative ability is

required, you will be graded mostly on the technical aspects of your work. With that said, your animation should still be well thought out and coherent.

### **For Computer Science Students**

If you want to focus more on the technical side of animation, you may write a Maya plug-in to produce some type of special modeling, shading, animation, or rendering. One example might be an animation in which objects move based on audio input. All such projects must be approved first.