

**Computer Science 808**  
**Spring 2005**  
**Project 2 – Keyframed Animation**

**Due: Tuesday, 2/22/2005**

**Description**

For this project, you will create a short animation (15-20s) of a bouncing ball on a plane. Try to make the animation interesting by using as many of the Disney 12 animation principles as possible (e.g., squash and stretch, solid drawing, exaggeration, anticipation, etc.).

The final movie should be composed of fully rendered frames and saved in a standard format (e.g., mpeg or mov). Additionally, no audio is required.

Feel free to be as creative as you like with the animation (e.g., you could make a snowman instead of a ball), and try to make the final product entertaining. As always, have fun with this project!

**Alternate Project for DPA Students**

Create an animation (no more than 7s) for the SIGGRAPH 2005 Flying Logos (part of the Computer Animation Festival). See

<http://www.siggraph.org/s2005/main.php?f=cfp&p=caf&s=guidelines>

for logos and more information.

**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
- at least three frames from your animation
- a link to the final animation in a standard format

You will give a presentation in class where you will provide a brief explanation of your animation and show the animation you produced. You may also discuss 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 quality of your animation (in relation to your experience with Maya). While some creative ability is required, you will be graded mostly on the technical aspects of your work.

The due date will be less strictly enforced for those working on SIGGRAPH submissions.