

**Computer Science 808**  
**Spring 2005**  
**Project 3 – Path Animation**

**Due: Tuesday, 3/8/2005**

**Description**

For this project, you must create an animation lasting 10-20 seconds that shows an object following a path. 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.).

A unicycle model is available for you to animate; otherwise, you may use a model of your own choosing (but without rigs). You are not required to create an elaborate environment, but you should include a ground plane to give the animated object a basis in space. Storyboards for this project are suggested, but not required.

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

You are free to be as creative as you like with the path animation – try to make the final product entertaining (e.g., by making the unicycle jump, flip, etc.). As always, have some fun 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, including a description of the animation principles your animation includes
- at least three frames from your animation
- a link to the final animation in a standard format

We will view (and critique) the final animations in class. 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.

You are free to work individually or with a partner. DPA students are recommended to work individually, or with a non-DPA student.

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