Computer Science 808
Spring 2005
Project 4 – Dynamics Animation

Due: Thursday, 3/31/2005

Description

For this project, you must create an animation lasting 10-15 seconds that uses rigid body dynamics. The suggested topic is a game of some sort – rolling dice onto a table top with surrounding walls, a roulette wheel with a chrome marble, falling pick-up sticks, etc.

Your simulation will require basic objects (cubes, planes, etc.), which you should be able to model. Most probably, you will need some sort of environment (table top, walls, etc.) for the simulation, but it need not be elaborate. Storyboards for this project are not required.

DPA students who completed the Rube-Goldberg machines last semester may choose another project, which must be approved by me. Due date and submission requirements will be the same.

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 this animation – try to make the final product entertaining. 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
- at least three frames from your animation
- a link to the final animation in a standard format
- an explanation of problems you encountered and how you resolved them

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.