

**Computer Science 808**  
**Spring 2004**  
**Project 4 – Character Rigging**

**Due: Thursday, 4/15/2004**

**Description**

For this project, you will (a) rig a humanoid character suitable for animating, and (b) use motion capture data to rig and animate a pre-defined character.

(a) rigging a humanoid character

For this part of the project, you may design and model your own character (possibly to appear in your final animation) or rig a pre-defined character (available on the webpage). The rig should be complete down to the hands/feet level (but not fingers and toes).

Once the rig is complete, you will need to create a short animation (running at least 15 seconds) showing the range of movement for your character. Additionally, if your character is original, generate a second short movie (about 4 seconds) that can be looped to show a 360° view of your character.

(b) applying motion capture to rig and animate a pre-defined character

For the second part of the project, you must apply motion capture data to a character that is already rigged. On the webpage, you will find rigged character(s) and motion capture data. Select one or more for your project. Note that you may have to “clean up” the motion capture data a bit by deleting or adding keys.

Once the motion looks good, use the clip as a basis for a longer key-framed animation. For instance, if the motion-captured data makes the character kick, add key-framed animation to make a stack of boxes fall over, or to knock open a door. Feel free to be as creative as you like.

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
- several frames from your animations
- links to view all of your fully rendered animations

You will give a presentation in class where you will show and provide a brief explanation of the animations 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 rig and animations, as well as the presentation of your work in class and on your web page.