

Computer Science 808

Spring 2001

Project 3 – SIGGRAPH Critique

Due: Tuesday, 2/27/2001

Description

This project will provide you with additional experience in identifying various aspects of computer modeling and animation, and in evaluating the effectiveness of a short piece as well.

First, you should choose an animation from one of the SIGGRAPH video tapes. You may choose an animation that we viewed in class if you like, but no two students can choose the same animation. I will allow students to check out a single video tape on a first-come first-served basis. Try to make a copy of the animation you select using the video camera and TV/VCR in the MFAC lab.

When viewing your selected animation, consider first the technical aspects of the piece. For example, you should try to answer

- what kind of modeling/animation tools were used (check the credits)?
- what types of traditional animation techniques were employed (e.g., squash and stretch, exaggeration, etc.)?
- were any procedural methods used (e.g., particle systems, fur, cloth, etc.)?
- what types of other readily identifiable computer modeling/techniques were used?
- what could have been done differently to make this piece more effective technically?

Next, critique the piece in terms of its aesthetic qualities:

- how is the piece appealing/unappealing to you?
- did the animation successfully convey a story or idea?
- did the animation create a consistent mood or theme?
- is the editing appropriate/interesting/uninteresting for this piece?
- what could have made this animation better?

Submission Requirements

You should create a web page with the following:

- your name, the date, and a title/description of this project
- the title and creators of the animation

- a technical review of the animation
- a critique of the aesthetic qualities of the animation

You will give a presentation in class where you will show the video and present your technical review and critique. The class will then be allowed to offer their opinions of the piece.

Your grade will be based on the thoroughness and accuracy of your technical review (how well you identified various aspects of the animation) as well as your subjective critique (in terms of the kinds of topics we have covered in class).