

Computer Science 808

Spring 2001

Project 4 – Short Animation

Script and Storyboards Due: Thursday, 2/22/2001

Final Video Due: Tuesday, 3/13/2001

Description

For this project, you will create a short animation lasting about 30 seconds. You may work alone or with a team of no more than three students.

As with the video, you should complete the following:

- come up with an idea for the animation
- write a script (dialogue is not required)
- create storyboards (at least one for each shot)
- model the objects in your scene(s)
- animate the story
- texture and shade the objects
- light the scene appropriately
- render the frame files and generate a movie in the format of your choosing

The subject of your animation is completely up to you, but try to create something effective that can be done within the time frame given. You might think about a very simple story format or a something along the lines of a television commercial.

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
- the script
- storyboards (alternatively, hardcopies can be submitted)
- at least one frame from each shot in your animation
- a link to view your animated movie

Once your storyboards are finished, you will have an opportunity to present them to the class for comments.

Once your animation is complete, you will give a presentation in class where you will provide a brief explanation of your story and show the animation 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 storyboards and animation, as well as the presentation of your work in class and on your web page. While some creative ability is required, you will be graded mostly on the technical aspects of your work. With that said, your animation should still be well thought out and coherent.

Any high-quality animation worthy of submission (and actually submitted) to SIGGRAPH 2001 will receive an A.

For Students With Little Maya Experience

If you feel you have enough Maya experience, you may complete an original animation on your own or within a group.

Otherwise, you must work independently to complete either the second or third tutorial in the *Learning Maya 3.0* book. Additionally, you must create a script and storyboards for an original animation.

You must create a web page with

- your name, the date, and a title/description of this project
- 3 frames of your final tutorial animation
- a directory pathname of the location of your frame files

Plus

- an explanation of an original animation project
- the script
- storyboards (alternatively, hardcopies can be submitted)

For Computer Science Students

If you want to focus more on the technical side of animation, you may write a Maya plug-in to produce some type of special modeling, shading, animation, or rendering. One example might be an animation in which objects move based on audio input. All such projects must be approved first.

For Students Currently Working on SIGGRAPH Animation Teams

If you are currently working on an animation to submit to SIGGRAPH 2001, that work may fulfill the requirements of this assignment. All such projects must be approved first.