

Computer Science 808

Spring 2001

Project 5 – Character Modeling

Due: Thursday, 4/12/2001

Description

For this project, you will create an original character suitable for animating. The character need not be overly complex, but should have some detail and capability for movement. (Try thinking of how you would show the emotion of your character through facial expressions or body poses.) You may use your character in your final animation project due at the end of the semester.

As a guide, consider performing the following:

- decide what type of character you want to create
- find some pictures (on the web or elsewhere) to help with the concept
- create rough or detailed sketches of the character
- model the body of the character in Maya
- create a skeleton for your character in Maya and attach it to the body
- texture and shade your character

You will need to create images of your character from various angles, as well as make a short animation (about 4 seconds) that can be looped to show a 360° view of your character. Additionally, generate a short movie (running at least 15 seconds) showing the range of movement for your character.

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
- at least three frames showing your character from various angles
- a link to view an animation showing the range of movement for your character

You will give a presentation in class where you will provide a brief explanation of your character 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 character and its associated animation, as well as the presentation of your work in class and on your web page.

For Students Wanting to Refine Project 4 Animations

If you like, you can continue work on your Project 4 animation, provided that you obtain approval and indicate exactly what changes you plan to make. You must follow the submission requirements stated above, which include creating a web page explaining the work that was performed for this project.