

# Computer Science 808

## Spring 2001

### Final – Animation

**Final Video Due: Friday, 5/4/2001**

#### **Description**

For the final project, you will create an animation lasting about 30 seconds (more or less time is fine). You may work alone or with a team of no more than three students (I strongly suggest working in teams).

As before, you should consider the following approach:

- 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

This project will be your final work in the course, so it should reflect a culmination of your efforts thus far. You may therefore use models and characters from previous assignments to produce the best animation possible.

Be creative with your story idea, but carefully consider what can be done within the given time frame. Consider a very simple story, a story with a simple stylized feel, or 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.

We will all meet on Friday, May 4 (time and place TBD) to view the animations. You will give a presentation including a brief explanation of your story and 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.

### **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 that has been accepted to SIGGRAPH 2001, that work may fulfill the requirements of this assignment. All such projects must be approved first.