

Holy Physics Batman!

Assignment objective

We've got a basic feel of timing and spacing through the Bouncing Ball and the Bowling Ball but now it's time to take our studies further. Our concern here is to test our understanding of movement as a functional stereotype thus exercising our space/time relationship. You are going to animate **three** falling sequences in which **an object will toss itself over a ledge**, each of which must take the following into account:

1. Each sequence is to have the physics of a different object (ie. a feather, a bowling ball, a sack of rice, a leaf). **HOWEVER**, the object drawn for each sequence must be a circle. Morphing and deformations are permitted in order to reinforce the concept of the object.
2. Each sequence should include as many bounces as the original object would require in order to resolve the action
3. Color is not required nor recommended... keep your mind on the movement.
4. The three sequences should be rendered on separate layers for ease of control and **each sequence should have a title or a heading to introduce it!** See #6.
5. Creativity is rewarded ☺
6. **The final composition should show all three animations in sequence with a short introduction (ie. "A Feather", "A Rubber Ball") to each.**

Assignment Requirement

1. **720 x 486 at 12 fps.** Make sure **Progressive** is set and **Ratio = 1** and **Start is 0.**
2. **Export** animations as a **Quicktime .MOV** file to be turned in... make sure you use the **configure** tab next to the Quicktime setting and set the "**Compression Type**" for **Sorenson Video 3.** Run your file to make sure it works!
3. There are no time requirements... only objectives... the animations should be no longer and no shorter than what is sufficient to tell the story.
4. Think like an actor ... each sequence has a story to tell... make sure it's readable!