

Computer Assisted Art APCG 110

Final Animation Project!

Filename: Final_Lastname_Firstname.mov

Through the physics assignment we were able to explore various types of objects, how they need to distort and move, and the very basics of developing a storyline. We dealt with cause and effect, timing and delivery so that our animations are readable, presentable and entertaining... hopefully. Now we move onto the final project to revisit these concepts. Create your own story...

1. Develop a short and simple storyboard for your animation. A storyboard is your animation in comic book format describing the basic layout of the action. Keep the drawings simple yet the action complex enough to describe every scene. Storyboards *are required* if you want help or suggestions on your final project from your lab instructor. Sketching out your ideas first to make sure that they read well chronologically saves both of us a lot of time, you producing your animation, and us helping.

2. Keep your story **SHORT** and **SIMPLE!** You have just enough time to complete this animation, take advantage of all of it. Think about animating short jokes and humorous conflicts. Minimize tedious arbitrary animation like walk cycles with closer shots or simpler characters.

3. Your animation should be in subject/predicate format... meaning it should take us through a short journey that has a beginning and an end, a conflict and a resolution.

4. Your animation **must have** either opening or closing credits. Meaning either in the beginning or the end of your animation it should say the *name of the animation* as well as the *name of the animation director... you!!!*

5. Grading is based on **fluidity of animation as well as story**. Make sure all the actions and events are clear and readable. Replay your animation often and ask yourself if it is moving too fast or too slow. All the animations are exhibited on finals day and exhibited once only... make sure the story tells smoothly in one showing.

6. Creativity is rewarded... as always ☺

Check the next page for project requirements...

Assignment Requirements The animation is to be done in Mirage only with the following settings:

1. **720 x 486 at 12 fps.** Make sure **Progressive** is set and **Ratio = 1.**
2. Your animation must have opening or closing credits.
3. Your animation must tell a **short** story.
4. The animation, **not including the credits**, must exceed **15 seconds** in length, that is **180 frames!**
5. There are no time limitations... only objectives... the animations should be no longer than what is sufficient to tell the story. If you're not sure about your timing make sure you discuss your storyboard with your lab instructor!
6. **FINAL PROJECTS ARE DUE:** Check the "*Assignments*" page on the website for the due date. The time all final animations must be turn-in is **by 5:00!!!**

NO LATE ASSIGNMENTS!!!

7. **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 or MPEG 4.** Run your file to make sure it works! If you need help check the "*Exporting Assignments*" page on the website.