**Final Animation**

You have a little over a month to work on your final animation which is very little time for such a demanding project so budget wisely. This write-up will include everything you need to turn in your final portfolio so read carefully and work hard. Stay focused on timing for your character and choose the best poses to explain the action. I expect a **finished** piece of distinct quality from each of you.

Your choices for the final animation are: (Bullet points detail the desired series of events)

1. **Action/Reaction** – Develop a short scene that exhibits an interaction between your character and a small, simple object.
   - Introduction
   - Curiosity
   - Conflict or Action
   - Resolution

2. **Dodge Ball!** – Develop a short scene that exhibits your character dodging a series of incoming objects.
   - Introduction
   - Surprise
   - Action
   - Resolution

3. **What’s In That?** – Develop a short scene that exhibits your character picking up a heavy object to be placed on top of another object.
   - Introduction
   - Consideration
   - Action
   - Resolution

4. **Play Ball!** – Develop a short scene that exhibits your character throwing an object such as a ball or disc.
   - Introduction
   - Action
   - Reaction
   - Resolution

**Notes on each Component:**

1. Thumbnails
   - **Thumbnail** out your animation in advance and go over your ideas with me in lab to make sure you the animation is not too long or too short.
   - The story component should be **very** short in nature but must execute each of the four scene design destinations given in bullet points above.
2. The Scene
   • Keep your props simple. Your grade is a reflection of the animation in the scene, not how nice the props look.
   • Make sure you key out the entire scene first to help with timing and readability of your poses.

3. Character
   • ACT OUT YOUR SCENE BEFORE ANIMATING!!! If at all possible video yourself doing the scene and use that as a reference. These scenes are more complicated than you think… referencing will be an enormous help!

4. Portfolio
   • Be prepared ahead of time… discuss your finished piece with me before giving your presentation. DO NOT USE THE DAY OF THE PRESENTATION TO FINISH YOUR PROJECT!!! ALL COMPUTERS WILL BE OFF!!!

Portfolio and Final Animation Requirements:

1. The final portfolio is to be a compilation of the following projects. All are to be compiled together into a SINGLE QUICKTIME file using Mirage or Adobe Premiere.
   • A text introduction including your full name, class and semester.
   • Horizontal Rotating Bouncing Ball
   • Squash and Stretch Bouncing Ball
   • Ball & Tail
   • Regular Walk Cycle
   • Stylized Walk Cycle
   • Final Animation

   * Each animation should have a TEXT introduction.
   ** MAKE SURE YOUR ANIMATIONS ARE COMPRESSED (Sorenson or MPEG 4)

2. Final Animation Portfolio should be at a resolution of 800 x 600 (4:3). Resize images in Mirage or Premiere as needed for editing.

3. Your DIGITAL SKETCHBOOK should have all your project scene files (.lws) as well as their QuickTime renders.

4. Filename: FINAL_Lastname_Firstname.mov
   * make sure you compress your file (Sorenson or MPEG 4)