

Animation I
ARTS 4060-01
Due Date: October 16

Fall 2008
Woodstrup

Assignment 2 “Moving Scene”

Objective

Obtain fluency with the fundamental skills of modeling, lighting, animating, and rendering a 3-dimensional animation.

Assignment

Create a detailed scene composed of polygonal objects. One or more of the objects should be animated in a realistic or characteristically believable way. As a scene you should include the basic elements of an environment - a ground plane, a horizon line, sky, walls, floor, etc.

All of your objects should be shaded with simple yet appropriate colors and textures. You will be required to have your scene properly lit.

You should not try to tell a story or have any edits in your movie. Length is not a factor, but an animation of 5 - 10 seconds is considered an appropriate length. You will be primarily graded on your ability to model, use shading materials, light, animate, and render.

Your final assignment should be exported as a Quicktime movie (.mov) with a resolution of 640 x 480 @ 24fps. H-264 is a recommended codec.

Competencies

By the end of this project you should be able to use and understand these concepts:

- Timeline
- Graph Editor
- Dope Sheet
- Hypershader
- Outliner
- Keyframing
- Set Driven Keys
- Motion Path
- Basic Lighting
- Basic Shading
- Camera placement and usage
- Rendering