

Animation I
ARTS 4060-01
Due Date: November 3

Fall 2008
Woodstrup

Assignment 3 “Storyboard”

Objective

Can't draw? – that's no excuse – CHEAT! Your final assignment will be to produce an animated story consisting of a basic plot and multiple shots and edits. You will not need to animate a complete story, but can instead just animate a particular scene. (More on the final assignment later). This assignment is to make a storyboard for your final project. The goal is to effectively communicate an idea, not draw realistic scenes. This will be the template you use to create your final animation. It is worth 10% of the overall grade for this course.

Assignment

Does it have to be drawn? I prefer that it be drawn, mainly because many of you need to improve your drawing ability. You need to take your ability to draw very seriously. Yes, but does it have to be drawn? No, it does not. Absolutely no stick figures! You can use a digital camera, a drawing program, legos, etc. Remember the point is to adequately communicate the ideas and vision of the scene – that's what you will be graded on.

If you draw, use pencil in order to make changes. You should consider using color, shading, and texture in your storyboard. You MUST notate your color, shading, and texture ideas.

Draw multiple angles – especially overhead views to help you place your characters/models. You can illustrate a shot with more than one frame – you can have alternate takes.

Your storyboards must include arrows or instructions that indicate movement. Create a visual layout of events as they are to be seen through the camera lens. Make detailed notes about camera positioning. Make notes about lights, shadows, light linking, light color, time of day, and motivation.

Your storyboard should contain names for each of your cameras, lights, models, scenes – and they should match the names used in Maya. Use words like track, dolly, zoom, spot, ambient, key light, backlight, fill light, etc. Name your storyboard cells with the type of shot: POV, reveal, close-up, over the shoulder, wide shot, establishing shot, canted, etc.

Make notes for motion. Consider things like ease-in or ease-out and how you adjust this in the Graph Editor.

Sound? What about sound? Yes, you need to make notes for sound as well.

Consider the impact on audience. What reaction do you anticipate? What is your motivation? Refer to the reading(s) I assigned, your “Animator's Survival Kit” textbook, or google to gain knowledge about the proper terms and concepts. Most of you should have covered these topics in another class. If you haven't, ASK! or read up on it.