

Final Assignment

In Progress Peek: November 17

Final Due: Thur, December 11, 3-6pm, Sage 2411 (VAST)

Objective

Your final assignment is your chance to produce a piece that is your own original creation. It is your opportunity to create a piece worthy of appearing in your demo reel. This project has two major objectives. First, you should be able to demonstrate your mastery of the basic modeling, texturing, lighting, and animating in a three-dimensional software program. Second, you should effectively communicate your ideas, motivations, and narrative to your audience.

Assignment

Keep it simple, but make it beautiful, smart, and interesting. Remember, using technology isn't as impressive as what you are communicating with it.

Use sound.

Include appropriate titles/credits, but keep them short. Use fonts wisely.

Consider using multiple cameras and shots.

Use textures or materials on all of your objects.

Use appropriate lights. Be able to discuss the motivation of your lighting. Don't forget to turn on your shadows.

Try using multiple animation techniques (keyframe, motion path, set driven, etc.).

Length is determined by narrative and concept – do not attempt a project that you cannot complete.

Grading

"In Progress Peek" - on November 17th you will (quickly) show the class your project. You should have a significant amount of your project completed by this point. This is worth 20% of your final grade, so you must take this preview seriously. This will be your best opportunity to get feedback and technical help.

Final – we will present the final projects during the final exam time scheduled for this class. This will be your one and only opportunity to turn the assignment in. I suggest you do your final render at least one week in advance. This is worth 20% of your final grade.

Your project should be rendered as a high-quality Quicktime .mov file, 640 x 480, 24 fps.