Computer Animation II Assignment 1

The purpose of this assignment is to get everyone back up to speed with where they left off in Computer Animation I. For those who did not take CA I last term, this assignment is to make sure that your prior experience adequately qualifies as a pre-requisite for this class.

> *If you are not pre-registered for the class but you still want to be considered for it, you MUST complete this assignment (even though you still may not get a spot if one does not open up).*

You are to produce a loopable shot containing an old-style, pendulum-driven clock (or metronome, or other pendulum-driven apparatus of your choice). You need only animate and render one cycle of the sequence - just make sure that when looped in QuickTime Player it transitions seamlessly from the last frame to the first frame.

Requirements:

- Model the clock itself - no numbers necessary - and enough objects to block the black Lightwave background from appearing in your renders. Start with primitives and move points/polygons, or use tools like lathe. I recommend working with your designs and layout on paper before jumping into Modeler.
- Set appropriate surface and material properties for your objects. Do NOT use procedural textures or image maps or animated properties unless you know these things and have extra time - just work within the primary Surface Editor window.
- Lay these objects out in front of a STATIC camera. No moving cameras, please. Don't forget to try and make an interesting composition when arranging the objects on screen.
- Animate the swinging pendulum cycle (what should the curve(s) look like in the graph editor to make believable pendulum motion?).
- Reposition and recolor Lightwave's default light to simulate a time of day of your choosing. Enabling shadows for this light would be great, but it is optional. Add other lights if you like.
- Render a 320x240 QuickTime movie at 30 fps, with motion blur, compressed with Sorensen at best quality (NOT Sorensen 3!).
- Make sure the movie plays appropriately on QuickTime Player in the classroom (SEE THE FIRST NOTE BELOW).
- Name the movie using your name (e.g. ChrisPerry.mov) and drop it into the class hand in folder on the Course Storage disk.

Notes:

- DO NOT DO ANY WORK IN THE DESKTOP FOLDER OR THE NETBOOT HARDDRIVE. Any files stored in these locations must be transferred over the network to your computer and will therefore load and playback slower than you expect.
- Rendered previews are (sadly) created on the NetBoot hard drive. After you render a preview, you probably will want to save it locally on the Macintosh hard drive to play it back in real time.
- I recommend creating a local content folder within the Macintosh HD on your machine and doing all work there, including renders. Only copy to your Zip disk when you're finished or when you want to backup what you've done. Again, this is because Zips are slower than the local disk.
- The Course Storage disk is accessed from the classroom by going to the appropriate item under the Apple menu in the upper left corner of the screen. The class login is cs266 and the password is cs266 as well. Look in the cperry folder for cs266 - don't mistakenly choose the wrong class folder. The Course Storage disk is available from Mac network on campus via the Chooser. Look for the machine called ASH e-class server under hampnet2.
- Do not try to overdo any part of this assignment. The real challenge here is managing the production within the short time frame, not showing off any particular modeling/lighting/animation/shading skills you have. All I want is for everyone to hand in a complete, motion blurred sequence on time that meets the listed requirements.
- Make use of the online pdf Lightwave manual (in the handouts folder on the Course Storage disk) and of the available TA hours. See the course information sheet for email addresses and extensions.