

In this assignment you will animate your articulated character head in sync with an audio clip.

First, address any remaining modeling/articulation issues that came up in assignment 3. Once your model is ready for animation, you must choose one audio clip to use from the pre-selected clips and fill out an exposure sheet (x sheet) based on the clip. Then, animate, revise, and render!

The audio clips can be found in the hand-outs folder on Course Storage. There are seven to choose from. Note there are two files for each audio clip: one with just the sound (.wav) and one with the sound and the waveform (.mov). Use the sound-only .wav file in Lightwave. Sounds are loaded into Lightwave through a button on the Scene Editor window.

Due Monday February 25 at the beginning of class - Animation Dailies

We will spend this class looking at and discussing your animations. You should bring in a second or third draft of your head animation, rendered as a motion blurred QT movie, as well as your filled-out x sheet (to be handed in).

Please use the (by now) standard 320x240 best-quality Sorensen format for your movies. Also, be sure you're working at 30fps (general options in Lightwave).

Light your scene TO BE VISIBLE. We want even the people in the back of the room to be able to see and comment on your work.

Do not bother with any backdrops or set pieces that would otherwise distract from the animation.

Name the movie file appropriately and put it in the hand-ins folder on Course Storage.

Due Wednesday February 27 at the beginning of class

Your final head animation with changes based on comments from Monday's class. There should be changes!

Name the movie file appropriately and once again put it in the hand-ins folder on Course Storage.

Recommended Reading:**Lip Sync: Making Characters Speak:**

<http://www.comet-cartoons.com/toons/3ddocs/lipsync/lipsync.html>

Exposure Sheets:

<http://animation.about.com/library/weekly/blglossaryxsheet.htm>

Bones and Weight Maps:

http://www.solidimages.com/dugosaurus/resources/tutorials/bone_tutorial/bone_wt_maps.html