

For the final project in this class you will create a short character-driven film from the ground up. You must work within the following constraints¹:

- Your final film must showcase the interaction between a single character and an object.
- You must build both the character model and the object model yourself.
- So as not to detract from the interaction, you should create a minimalist environment (like those used in assignments 4 or 5). You are free to get these models from other sources.
- The character should be hierarchical (like the bail with a tail), but should have no more than FIVE visible nodes in the hierarchy. Eyes are not included in this limit.
- Your film should be made up of no more than four shots.
- Your film should run no longer than ten seconds.

While the movie is the ultimate goal, over the next seven weeks you will hand in a number of assignments that act as stepping stones to get you there. These "milestones" are required just like the previous assignments even though they all fall under the domain of a single final project.

MILESTONE 1 due Monday March 27th at the beginning of class

You are to hand in three final project "pre-proposals." Electronic submissions ***will not be accepted.*** Each pre-proposal should contain a short written treatment (one paragraph) of the final movie you're envisioning. Use the present tense. Example:

Two balls hop up to a fence. The smaller ball hops over the fence with ease, but the bigger ball can't make it. The smaller ball shows the bigger ball how to jump higher. The bigger ball tries and almost makes it, then with a small bump from the little ball finally gets over the fence. But the large ball is so big it breaks off a piece of the fence which launches the small ball off the screen.

Include a **simple sketch** of both the character and the object with each treatment so as to identify the complexity of the models you're considering.

Number the three pre-proposals in your order of preference (#1 being your favorite, and so on).

Make sure your name and preferred email address are on the sheet. You will receive emailed or printed feedback on your pre-proposals by Wednesday's class meeting, which will launch you towards the second milestone, due **Friday the 31st**. That assignment sheet will follow.

SUMMARY

Three final project "pre-proposals" due Monday after break.
Each pre-proposal is made up of a paragraph-long treatment and simple sketches.
Rank them #1, #2, and #3 in your order of preference.
Hand them in on paper, not electronically.
Include your name and preferred email address.

¹ Students will be allowed to deviate from these constraints only if their prior performance in the class indicates a capacity for advanced work.