Your homework is to write a detailed proposal for your final project. This proposal will be used like a contract in the following sense: Once your proposal is approved by me, all you need do is deliver what you proposed to fully meet any and all course requirements related to the final project.

There are no specific requirements for this project. In order to get my approval, however, you're going to have to propose an appropriate amount of work given your particular interests and abilities. If you would like to make another narrative short like the final projects from Computer Animation I that would be fine. But by freeing up the restrictions I'm trying to allow people with non-narrative or more specialized interests to pursue their ideas within the context of the class.

A complete proposal contains:

- A description of your creative goals. What is it you are trying to achieve with the project? Be as specific as you can about narrative, visual, emotional, or other targets that you will try to hit in your piece. Also, are you trying to become a better character animator? Modeler? Lighter? Storyteller? Are you trying to create more compelling compositions? **What would you like to get out of the project?**

- A description of what you expect to be handing in as your final project. By this I mean project folders, images, movie(s), any written component, and (where applicable) resolutions, codecs, and other specifics about the aforementioned work. For example: "a 640x480 animation-compressed movie of approximately 5 seconds in length along with 2 rendered tests showing my character's articulation and surface texture."

- A rough week-by-week estimate of how you plan to produce this project in the remaining 7 weeks of class. You will have no other homework besides a few response papers during this time. We're screening the final work in-class on Monday May 14, so you may want to work backwards from there, perhaps thinking on a Monday-to-Monday schedule. So if everything is due 5/14, what do you want to have done by 5/7 (and so on). As a guideline, it's helpful if you consider every week to have some deliverable (storyboards, character model, environment, animatic, etc.). You should all propose projects that will push your abilities without overshooting them - this chronology will help tell you if you're being realistic about what you can do.

- You will show your work-in-progress to the class **four times** (including the "fourth milestone" when you show your complete final project on the last day of class, May 14). Each time you will have between 10 and 15 minutes to show your stuff and get feedback. These WIP milestones are required. Your proposal must identify what you plan to have for each of the first three milestones. They are:

  I.   Wednesday April 11 (two weeks from the date the proposals are due)
  II. Monday April 23 (a week and a half from I.)
  III. Wednesday May 2 (a week and a half from II.)

- A description of any areas that you would like to see covered in class to support your project. Do take this opportunity to tailor some of the TBA classes to suit your needs!

- A valid, active email address that you check regularly so I can give you timely feedback.

It is OK for your project to be a concept that's not fully developed at proposal time. If this is the case, then be sure to allocate time in your schedule for writing/design/storyboarding/etc.

Due Wednesday March 28 at the beginning of class - NO EXTENSIONS ON THIS ASSIGNMENT

Your double-spaced, typed proposal. I MUST get it promptly so that I have time to read it and get you comments.