Computer Animation I

Final Project Milestone 1: Pre-proposals

For the final project in this class you will create a short film from the ground up. You are free to animate anywhere on the spectrum from naturalistic/realistic to experimental/abstract, however, you must work within the following constraints[1]:

- Your final film must emerge from a well-defined **concept**. In other words, no matter how it might be categorized, your film needs to have solid roots in a certain idea or ideas. You will be expected to hand in a short written **abstract** along with your final film that describes this concept.
- Your final film must use **a sequence of images** produced within a 3D computer animation package like Maya. In other words, this isn't the opportunity to do a stop-motion clay film. You need to work with the tools and techniques we have been learning, and make multiple images too.
- Naturalistic, character-driven films should be limited to one hierarchical character with no more than five visible nodes in the hierarchy. Eyes are not included in this limit.
- You should aim to produce a film in the 10-60 second range, depending considerably on factors such as frame rate, visual complexity, detail of motion, etc.

While the final film is the ultimate goal, over the next six 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 Wednesday March 26th at the beginning of class

You are to bring three final project "pre-proposals" to discuss in class. Electronic submissions *__will not be accepted__*. Each pre-proposal should contain a one paragraph **abstract**, a one paragraph **treatment** of what the audience will see in the final film, and at least one **sketch** to help illustrate your idea. Here are example paragraphs based on a familiar narrative piece we've seen:

> ABSTRACT: This film is an exercise in naturalistic acting. I will attempt to anthropomorphize two very simple objects and use them to tell a character-driven story with a gag ending. I will focus my attention on Disney-like anticipation, staging, timing, and follow-through in particular.

> TREATMENT: 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.

You will be reading and discussing your pre-proposals with a subset of the class on Wednesday, and the feedback you receive will launch you towards the second milestone, due **Friday March 28th**. That assignment sheet will follow.

Please follow this assignment carefully and be sure to attend Wednesday's class.

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