

Coursework %: approximately 10% towards the final project

GRIPPING! MIND-BLOWING! BLOOD- CHILLING!

<https://www.wired.com/2013/06/art-of-movie-trailer/>

1. This assignment is strictly **individual** (no groupwork).
2. For your Final Project, you must create an Interactive Movie Trailer using the animation concepts that you have learned in the module. This first part of the assignment is to ensure you are making progress on the Final Project and not leaving it all to the end of term. There should be at least three different and contrasting scene sequences in the trailer.
3. You must use of Unreal Engine. Assets such as characters and environments can be imported, but the movie trailer should be constructed, and logic should be implemented by you (e.g., you can import a skinned character model, but not one that has full game logic for navigation, you cannot use full environments with props and characters already in them.) Tutorials can be used for guidance but should not be copied directly. Links to any assets used or tutorials followed should be provided in the final report
4. A short written report (1-2 pages), documenting your concept development, and implementation progress with screenshots, technical features, citations etc. is due on **Monday, March 11th, 2023**. It should be submitted via Blackboard. Please also capture your movie video progress and include a youtube link, with "CS7GV5" in the title.
5. Be aware that demonstrating a program that was not created by you or not crediting out-of-the-box features and plugins is considered **plagiarism** and will be reported as such.

Specification

Your project should have the following features:

- Concept development (detailed in the report)
- Scene environment set-up (importing assets for the scene)
- Music selected and playing in the engine (with relevant permissions, if applicable)
- Key movie characters imported (don't have to be animated at this point)
- Camera with keyframed non-linear camera path

List of Unreal Engine Resources (feel free to update with something you find):

https://docs.google.com/spreadsheets/d/1tzEY8Z2Sw_GghxXLLgPfAY54dLLc8C_Lnn9O66kk6_0/edit#gid=0

Some examples of top projects from previous years. Note last year they were required to create an interactive movie:

<https://www.youtube.com/watch?v=FEHQAm7GVdM>

<https://www.youtube.com/watch?v=Wo0KYOZ13z0&feature=youtu.be>

<https://www.youtube.com/watch?v=vZGA1X72GYc&t=>

<https://www.youtube.com/watch?v=vUYDgKJfKmg&feature=youtu.be>

<https://www.youtube.com/watch?v=D5srmXN8GTs>

<https://www.youtube.com/watch?v=JNbnToPusk&feature=youtu.be>