

THEME 3 - Basic Animation

Project week - Overview.

Create an interactive animation of a scene from your favourite movie, novel or story.
There is special focus on a good User Experience for young adults interested in art.

This project covers every aspect of multimedia development:
The process, group work, design development, storytelling, interactivity, usability, coding and presentation.

Groups:

Max 6 persons pr. group. Give the group a name (*and remember the number you will get*)

Requirements:

- The scene should make use of the narrative curve, it should be driven forward by at least 3 types of events. There should be several user clicks.
- You have to draw/create most of the graphics (*in illustrator/photoshop*).
- You should record your own dialogs/sounds for the story.
- Make a detailed storyboard for the scene.
- Make the sequence diagrams based on storyboard.
- The animations should be created with CSS and make use of some of the animation principles.
- JavaScript should be mainly used to trigger/start/chain the animations.
- No JavaScript libraries for animations are allowed! (*consolidate the basics you have learned*)
- The scene has to include the given style and piece of music/song.

The coding process:

Start implementing coloured “divs”/dummy images, then rough sketches and finally refined graphics.

The graphics

Develop a consistent visual expression that follows the given style/genre

Dimensions

It is fine if the scene is optimized for your desktop computers.

Easter eggs

The interactive story also has to include at least 3 “Easter eggs” that are not crucial to the storyline. The purpose is to add extra user experience to the story. An example could be: “Click on a rabbit and it jumps up and down and/or laughs (sound)”.

	Hand ins	Deadline
3.4.1	Collaboration agreement	Monday 12/11 @ 17:00
3.4.2	Personas collage	Tuesday 13/11 @ 17:00
3.4.3	Storyboard	Wednesday 14/11 @ 14:00
3.5.1	Summary of peer review	Monday 19/11 @ 23:59
3.5.2	Link to final interactive productions (in PDF)	Thursday 22/11 @23:59
3.5.3	Links to Screencast documentation (in PDF)	Thursday 22/11 @ 17:00

Presentation:

Prepare a “show case” presentation of the final production for Friday.