Midterm Practical Project

Learning Objectives:

- Create 3D animated projects using self-created models
- Integrate particle and render effects into 3D animation

Midterm Project Description:

Students will integrate the topics covered from Week 1 to Week 4 to create **one** of the following:

- Animation of a sack falling off a shelf
- One of the four seasons animated with different camera angles and particle animation
- Animation of a brick skipping into place on a wall
- Animation of an orange hopping out of a bowl and rolling off a table
- Animation of a paper blowing in the wind and getting caught on an object

Steps for Completion:

- **Step 1**: Students should review the topics for the midterm and select which project topic to complete
- **Step 2:** Plan out the project. Determine what type of polygons you will need to start with, what materials will be needed and what type of lighting will be used.
- **Step 3:** Layout the structure of the scene in Maya. This is just to get elements in place and positioned.
- **Step 4:** Fine tune and begin to add the details to the models. This includes the modeling process and adding materials/UV mapping to the object.
- **Step 5:** Implement the animation that is pertinent to the project. Depending on the project selected will depend on what animation choices are made.
- **Step 6:** Add lighting and determine shadows within the scene, this should be the final step in preparing to render.
- **Step 7:** Export the rendered video sequence - recompile the sequence using one of the suggested video editing software packages from class.
- **Step 8:** Export from the video software package as a video file (mp4) and upload to the Google Drive submission area
- **Step 9:** Provide the share link in Floop for feedback from classmates.

To help with working through the steps and planning of the project - Students can use this **Pre-Planning Guide** to organize their project.

Your instructor will use the following rubric to grade this assignment:

- **25 Points:** A fully animated project. Do not exceed 10 seconds.
- **25 Points:** The animation is through at least one camera.
- **20 Points:** Use of lighting to set the feel of the environment.
- **20 Points:** Use of materials on all models utilized for the project. These must be textured.
- **30 Points:** Incorporate at least one of the nDynamics that best fits the scene.
- **25 Points:** Animation of a camera through the short, students can use multiple camera angles, but only one angle is required.

- **30 Points:** Rendered project is exported as a sequence batch and re-compiled together for viewing using video software.
- **25 Points:** Video is submitted to the Google Drive folder and the share link is uploaded to Floop for critique and feedback.

Additional References:

- **Blackboard Videos and References for Weeks 1 through 4 including**
  - **Video Links**
  - **Learning Activities**
  - **Demonstration Files**