BIRZEIT UNIVERSITY
Department of Computer Science
ANIMATION - COMP3351
Deadline 20 May 2023
Animation Project

The objective is to use modeling and animation techniques to construct a game scene; you can chose a game scene of your choice. This game scene should have at least 5 static objects and 5 animated objects (Characters (human, Animal, Transportation objects (cars, trains, airplane, etc.), other objects (wind sculpture, etc.). The behavior of the objects should be consistent with the final objective of the scene (Story you are telling by this animated scene).

Instructions:

- The scene should have a modeled and textured building or monument.
- The scene should contain a reproduction of 3D model form an ordinary objects (like household objects **with as much exactness and precision as possible.** This can be any handheld object (example: vase, dish, cup, spoon, fork, comb, pen or whatever...).
- The scene should have an animated animal character (that is modeled and textured). The animal character must be of your own design.
- The scene should have an animated human character.
- Your objects must be placed in some sort of environment that best fit there attributes and behaviors.
- You should render a video of a camera fly-around the structure (the main objects of the scene).
- You should focus on the consistency of project components and behaviors to fit the output of your project. This means that you should have a final animated scene that have appropriate behavior and objective which describe a specific context (For example, football game inside a stadium, with coherent behavior for animated objects such as player moves, run, etc, Camera flying around the ball or stadium, plane passing in the sky, a car passing beside the stadium (can be seen by animating the camera with zooming in and out from above the stadium to show thing around like streets, etc.).

Project requirements:

1- Your objects must have materials applied to them. Some of the materials must include textures (either image or procedural).
2- All of the objects in your model must be named (something other than the default mesh name). All of the Materials must be named and all of the Textures (if used) must be named.
3- The animation must be at least 250 frames long. (More complicated animations may require more frames).
4- The rendered video should be in .MOV (QuickTime) or .MP4 video format. The rendered video should be sized to 480 x 360 pixels (This is the Blender DVCPRO HD 720p preset **at 50%)**.

Note : the animation topic should be serious (having educational purpose). This year the general topic is Serious game for 6th grade students.