Final Project Brief

Character Animation

Assignment	: Short Animated film
Duration	: 4 weeks
Commencement Date	: Week 12
Deadline	: Week 16

Final Project 40%

Introduction: In this assignment, students will embark on a creative journey to bring their 3D character to life through animation. The theme of the animation will be inspired by the origin story of their character. The final rendered animation should be a minimum of 60 seconds long, showcasing the character's backstory and personality traits.

Objectives:

1. Develop a compelling storyline and storyboard that effectively communicates the character's origin and journey.

2. Execute a short animation of approximately 60 seconds in length, utilizing advanced 3D animation techniques.

3. Apply a comprehensive range of 3D animation principles and tools to bring the character and storyline to life.

4. Create a meaningful and engaging animation that resonates with the proposed story and character concept.

Brief: Students are tasked with proposing a captivating story that delves into the origin and background of their 3D character. This story should be accompanied by a detailed storyboard, providing a visual narrative of the proposed animation sequence. Subsequently, students will animate a short film based on the storyboard, incorporating rigging and skinning techniques to enable character movement and expression.

Submission Requirements

1. **Typed Storyline and Storyboard**: Prepare a written storyline outlining the character's origin and journey, along with a storyboard illustrating key scenes visually. Save both documents as PDF files.

2. **Rationale and Workbook**: Provide a rationale explaining the creative decisions behind the storyline, character design, and animation choices. Include a workbook documenting the animation process, challenges faced, and solutions implemented.

3. **Blender Files and Rendered Animation**: Organize all Blender project files, including the character model, rigging setup, and animation sequences, into a designated folder. Additionally, submit a rendered animation file in MPEG-4 format, with a resolution of 640x480 pixels, saved as either MOV or AVI format.

Deadline: [week 16]