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School of Computing, Engineering and Mathematics

# Assessment Brief Form

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| Module Title: | Introduction to 3d modelling and animation |
| Module Code: | CI474 |
| Author(s)/Marker(s) of Assignment | Jon McClellan, |

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| Assignment No: | One (Formative) |
| Assignment Title: | CI474 Portfolio 01 2020-21 |
| Assignment weighting: | 30% |
| Module Learning Outcome/s Covered: (Refer to module syllabus) | LO1 |

| Assignment Brief and Assessment Criteria: |
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| See attached sheets for tasks. |

**Assessment Criteria**

Marks for each section are shown on the question sheet.

See *Ci474_P1_2020-21 Marking Criteria and Feedback Template.pdf* for assessment criteria.

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| Date of issue: | 5 October 2020 |
| Deadline for submission1: | 21st January 2021 at 15.00 |
| Method of submission: | Student Central<br><br>CI474 (Module area) > assessment > Portfolio assessment 01 |
| Date feedback will be provided (online) | 18 Feb 2021 |

1. A copy of your coursework submission may be made as part of the University of Brighton's and School of Computing, Engineering & Mathematics procedures which aim to monitor and improve quality of teaching. If a copy is made, it will be kept only for this purpose and will be destroyed once this purpose has been fulfilled. You should refer to your student handbook for details.
2. All work submitted must be your own (or your team's for an assignment which has been specified as a group submission) and all sources which do not fall into that category must be correctly attributed. The markers may submit the whole set of submissions to the JISC Plagiarism Detection Service.

# **CI474 Portfolio** ASSESSMENT BRIEF

Handout date 5/10/20 Individual Assignment

Overall Concept:

Think of an idea for either a level for a 3d digital game or one single scene of an 3d animated film. Create a short written narrative of the action in the game or scene. Develop your idea into a working animated 3d scene using Storyboard and Concept art in the production process.

Portfolio 01 (30%) – Hand in Deadline 1: 15.00 Thursday January 21st 2021

S**toryboard, Concept Art and 3d project. (30%)**

Using the above narrative as a starting point, students should produce a storyboard, which clearly illustrates the narrative theme of your intended game level or scene, while making reference to planned production and postproduction processes. The storyboard need not cover the whole narrative, just the scene you will be creating in the later portfolio projects. The storyboard must be supported with original concept art, illustrating the look and style of your intended 3d models, character, creature or vehicle. The concept art should show characters/objects in front side, back and 3/4 poses, and may also include views illustrating costumes, accessories, and or environments.

These should be submitted as a .Jpeg, .Pdf or .Psd file via student central by the above deadline.

In addition: working from the storyboard and concept art, students should begin to produce a model of the background environment in only one of the storyboard scenes, using autodesk Maya software. Your environmental model should not be fully textured and lit, just modelled in rough form. The scene should be supported with screen grabs of the modelling process, you may create a short report to further illustrate this process.

Deliverables: Submit for Deadline 1. (30%)

**3d Scene:** your Maya scene should be saved as a .ma file (Autodesk Maya 2020 or earlier) and delivered within a Maya project folder structure.

**Storyboard and Concept art.** Your images should be scanned using a flatbed scanner, text should be typeset and the finished work should be submitted as a Jpeg, Pdf or Psd file. You may support your work with a written script or narrative.

**Report:** A short report detailing stylistic influences and any reference materials used should be clearly labelled with your name and saved in .doc or .pdf format. Report files submitted in any other format will not be marked. Max word count 1000

The above deliverables should be placed in a single folder, compressed (zipped) and submitted via student central by the above deadline.

Formative feedback for this part of the portfolio assignment will be given online on or before February 18th 2021.

Portfolio 02 (70%) – Hand in Deadline 2: 15.00 on Thursday May 21st 2020.

Maya Environmental Containing Character Model or Object Animation.

Working from the storyboard and concept art and continuing with the model created in the first portfolio assignment, students should produce a detailed **model of the background environment** in only one of the storyboard scenes, using Autodesk Maya software. Your environmental model should be fully textured and lit. Additionally, working from the concept art and storyboard, **students should model one of the characters, creatures, objects or vehicles contained in the storyboard**. The result should be placed in the environment, textured, then rigged (where necessary) and animated, using the techniques shown in class, with a rendered sequence submitted (no more than 30 seconds). The scene should be supported with comprehensive screen grabs of the modelling texturing and rigging process, embedded in a **reflective report (500-2000 words)** to further illustrate the major workflow stages.

Submit for deadline 2 (70%)

**Maya Project Folder:** your scene should be saved as a .ma file (Autodesk Maya 2020 or earlier) and delivered within a Maya project folder structure containing any texture images used, the finished animation rendered as an image sequence or .mov or .mp4 (quicktime) file, clearly named and saved inside the Maya project folder.

**Report & Screen shots:** the report containing screen-grabs should be clearly labelled and saved in .doc or .pdf format inside the Maya project folder. Report files submitted in any other format will not be marked.

The project folder should be compressed (zipped) and submitted via student central by the above deadline.

Feedback for this part of the portfolio assignment will be given online on or before June 10th 2021.

## LEARNING OUTCOMES

**1. Plan and storyboard for animation.**

2. Use modelling and or rendering software to create 3d objects and scenes.
3. Create basic animation sequences using industry standard software.

## STORYBOARD and CONCEPT ART 30% (Portfolio01)

## ENVIRONMENTAL MODEL CHARACTER MODEL AND ANIMATION 70% (Portfolio02)

A composition using a high percentage of original material combined to create a short piece that makes sense as a story/narrative/game level/short scene feature.

1. Create a storyboard that reflects the theme of your intended animation. This will clearly illustrate both visual and audio content. Reference should be made to Camera Position and angle, any dialogue, lighting setup, Editing or Narrative and/FX setups. Text should be clearly written and typeset. For best results original drawings should be flatbed scanned not photographed. (scanners are available to use in the Aldrich library) Reference to audio content may include background music, incidental music, character dialogue, voice-over, and any other appropriate sounds. You may include still photography to visualise the storyboard.
2. This is to be supplemented with pre-production concept art illustrating the look and style of environments characters, creatures or vehicles contained in the storyboard.
3. Working from your storyboard, using 3d software (Autodesk Maya) create the background environment and then a character, creature, object or vehicle fully textured, rigged (where necessary) and animated within the environment. Do not use any material that is not copyright cleared. All material which is not your own creation should be cited/referenced as such in your report.

## DELIVERABLES/SUBMIT

Link to submission point here

Submit, via the *Student Central*, the following:

1. Deadline 1: **Report**, **Storyboard** and **Concept Art** as jpeg doc pdf or psd image files.
2. Deadline 1: **Basic 'work in progress' Maya 2020 (or earlier) Scene within Project folder (.ma NOT .mb)** Saved inside a Maya project folder containing all assets used in the scene eg. Textures/reference plates etc. (Autodesk Maya 2021 files will not be marked)

3. Deadline 2: **Finished Maya 2019 Scene within Project folder (.ma NOT .mb) Report with Screen-grabs, Rendered animated sequence.** Saved inside a Maya project folder containing all assets used in the scene, eg textures. All linked texture files must be included with the

submitted work. Unlinked textures submitted outside of the maya project folder cannot be marked. Rendered sequences should be no greater than 720x576 Pal resolution at 25fps Codec H264. (Autodesk Maya 2020 files will not be marked)

For grade criteria for both parts of the assessment see:

***Ci474_P1_2020-21 Marking Criteria and Feedback Template***

***Ci474_P2_2020-21 Marking Criteria and Feedback Template***

supplied with this brief.

Notes:

1. A copy of your coursework submission may be made available as part of the University of Brighton's and School of Computing, Engineering & Mathematics' procedures which aim to monitor and improve quality of teaching. If a copy is made, it will be kept only for this purpose and will be destroyed once this purpose has been fulfilled. You should refer to your student handbook for details.

2. All work submitted must be your own (or your team's for an assignment which has been specified as a group submission) and all sources which do not fall into that category must be correctly attributed. The markers may submit the whole set of submissions to the JISC Plagiarism Detection Service.

3. All work must be submitted via student central, emailed work will not be accepted under any circumstances.

Any queries should be sent to

Jon McClellan on J.M.Mcclellan@brighton.ac.uk at least a week before submission.