

In this assignment you will create an animated landscape inspired by the microscopic world. Although we are not creating a traditional narrative, think about giving your animation a structure based on thematic ideas. When in doubt play with ideas that have some structural contrast.

Such as:

growth and decay

fast and slow

rough and smooth

chaotic and orderly

bright and dark

quiet and loud

Your animation should demonstrate understanding of animation principles, including arcs, timing and spacing, anticipation, and squash and stretch. Keep your models simple. Work with looping animations, which can bring a dynamic quality to the scene and make use of motion paths.

The creatures you make do not have to be “real” microscopic creatures - the idea is to use the microscopic as inspiration.

Duration: around 1 minute

Turn in: playblast video file. Must be MP4 or Quicktime (.MOV), with MPEG-4 or H.264 compression. Do not turn in AVI files, they will be too large. If you can only export an AVI from Maya, convert it to an MP4 or Quicktime using a program like Premiere or After Effects, which are available on the lab computers, or a free program such as Handbrake or Shotcut to convert to the proper file format.

Playblast should show frame numbers.

Resolution: 1280x720 (HD720)

Frame rate: 24 fps

Points will be taken off for incorrect file format, resolution, or lack of frame numbers. Make sure you know how to export your file correctly before starting on your project.

Bonus points given for incorporating sound, based on the quality of the sound design and its connection with the animation.

Due: Wednesday October 12, 2016, midnight. (This is the day before class).