

# Assignment #8 - Lamp Jumps - Test2

## Assignment Description:

**A. Refer to previous assignment#7 for assignment details**

**Lesson Topics:** Rigging, Animation, Key Framing, Staging a Scene, Creating Test Renders, Lighting, Cameras.

### Lesson Notes:

- Make another pass at the adjusting the animation curves in the Graph Editor and integrate the #7 Lamp Jumps feedback notes

### Adjust Lamp Animation timing and poses

- Add a pause before each jump for the anticipation pose and the follow-through action.
- During launching frames: the lamp arms move before the lamp base for each jump.
- The base toes are touching the desk last
- During the landing frames: the base lands before the rest of the lamp.
- The base lands on its heel first.

The lamp base does not slow down for the landing in height nor forward.

- Nodes to animate:
  - **Root\_Lamp (Trans and Rot)**
  - **Base\_mesh (Rot Only)**
  - **IKHandle (Trans Only)** (it can be parented to the Root\_lamp)
  - **Lamp Shade (Rot Only)**
- Quiet down (bring back to zero the Root\_Lamp Rot to use the Base\_mesh Rot)

### Adjust Camera

- See Camera ref images for lenses on N: drive
- Make sure the camera angle features the jumps from the side, in 3/4 view.

### Adjust lighting

- Three point light Key, Fill, Rim lights
- Add a glow surface material to the lightbulb and a spotlight that is constrained to the head lamp

### Adjust Environment and Props

- Textures should be the correct resolution and not stretched

**Evaluation Notes:** This exercise will push your abilities to stage and present an animated film. Think about the best way to present your character. Does the lighting make the scene look its

best? How does the camera angle/placement affect the animation? Do all of the different elements work together?

## Grading rubric

20%	Environment: Props are present, desk and walls are present. Quality lighting. Small Playblast movie in Smooth Shade All mode, not showing joints, nor IKHandle nor wireframe.
20%	Action Shot: Subject and action are readable. Lighting enhances the action. One still camera angle.
20%	Arcs Quality: Quality adjustment of the tangents of keyframes in the graph editor for Root_Lamp, Base, IKHandle and Lamp Shade
20%	Timing quality of key poses for each jump: Spacing of the keyframes in the graph editor. Movie duration from 5 sec. to 8 sec. (24 frames/sec.)
20%	Key poses quality: Lamp poses for Root_Lamp, Base_mesh, IKHandle and Lamp Shade show animation principles. Anticipation, follow-through as well as full extension and landing poses. Lamp starts at a stand still and coming to a stop at the end of the animation.

## Naming Scheme

File name must use this naming convention: **S15\_cg125\_Briley\_YourName\_LampTest2**

## To Be Submitted

One zipped file including:

- Your resulting Maya file (.mb) Animation scene including texture files (jpg)
- Playblast is under the 'movie' folder (see Playblast Options above) (.mov)

All files should be submitted to Moodle and the N: drive

## Assignment Due

**All assignments are due the day before class at 4PM**