Assignment #9 - Lamp Jumps Render

Assignment Description:

A. **Finalize the Lamp Animation project and create a final render**

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

Lesson Notes:

- **Create a Custom Camera Shot angle/composition**

    - Adjust the camera to frame the action and see the jumps clearly. Include the entire animation from a 3/4 angle to feature the jumps on screen from start to finish.
    - Make the action read well against the background by lighting the scene well and adjusting materials if needed.

- **Animation Polish**

    - Make another pass at the adjusting the lamp poses, their timing and animation curves in the Graph Editor to integrate the Lamp Jumps feedback notes from previous class reviews.

- **Adjust animation of the Lamp Shade so its light source is moving smoothly on the desk surface**

    - Change material type of the lightbulb to Surface Shader, add an Out Glow of a gray color. (white will be too bright)

- **Adjust two other light sources in the scene**

    - One key light, a Spotlight, Ambient or Directional with Shadow active, color the shadows.
    - One fill light, a Spolight or an Ambient or Directional light of intensity 0.3 so the shadows are not pitch black, no shadow

- **Environment**

    - Add a texture to the desk surface that serves as the lamp floor,
        - add a material but not too reflective
        - You might have to edit the animation and reduce the length of the jumps if desk looks too big
    - Position Props in the scene considering your camera angle and scale them to the right size to fit with the lamp.
        - File >Import your PropsUVs.mb
        - Multi-select the three props and group them (Edit >Group) (hotkey Shift-G)

- Scale the groups with Props to match proportions for the size of your lamp

- **Create another low resolution PlayBlast Movie**

  - Use >Render Settings to set the frame range, directory and resolution: HD720
  - Use mental ray to render tests
  - Use Rendering Mode > Render >Bach Render

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 looks it's 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_LampHiRes**

To Be Submitted

One zipped file including:

- Your resulting Maya file (.mb) Animation scene including background environment, desk and added props plus their texture files (jpg)

- Playblast is under the 'movie' folder (see Playblast Options above) (.mov)

- One Image of the sequence that is your favorite frame. (jpg)

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

Assignment Due

All assignments are due the day before class at 4PM