Faculty of Science and Technology
2018/2019

Assignment Brief	
Course: BSc (Hons) Games Design	**Unit Name:** Animation for Games
	Unit Level: Level 5
Assignment set by: Jose Fonseca	**QA:** Glyn Hadley
Assignment Issued: No later than Monday, 1st April 2019	**Recommended time to complete this assignment:** 30 hours

Date Due: Monday, 13th May 2019	**Unit Weighting:** 60 %	**Assignment number:** 2

SUBMISSION METHOD(S)

Assignment is to be electronically submitted by 12:30pm on the due date (please allow sufficient time to upload files before the deadline) via:

Large File Submission Link on *Brightspace*

The Assessment Task:

Students need to animate the provided character in three situations, besides the simple idle:

- Human male in a normal walking cycle, in place;
- Human male in a normal running cycle, in place;
- Action of two human male characters fighting (boxing).

The provided humanoid character must to be animated as an adult male, using Maya 2018 as the Animation software.

The Deliverables:
You must submit the following items for assessment:

- A *Maya* (2018) file with the different animation cycles (walk, run and idle) and the Action, **or** separate *Maya* (2018) files for each animated situation. The entire Maya project folder should be included.

The agreed naming for the zipped file is the following: **surname_firstname_afg_2_2019**

The Submission Deadline:
You must submit your work by the following deadline:

12:30pm on Monday 13th May 2019

The Marking Scheme:
Your assignment will be assessed using the following mark scheme criteria:

   Animation ……………………………………………………………………………..… **100%**

   a) *Key Pose, Extremes and Breakdowns properly defined for each action (50%):*

      (including: up and down motion of the body; forward and backward motion of the upper
      body; correct feet positions (with appropriate bending); twist of pelvis and shoulders
      (following the concepts of contrapposto and serpentine line); lateral tilt of the pelvis and
      shoulders (Contrapposto); lateral alignment of the body (according to line of gravity);
      natural motion of the arms and hands)

   b) *Expressive/convincing character walking and running, through adequate timing and rhythm (50%):*

      (including: choosing the right frame number at which each key pose, contact position,
      passing position and secondary breakdowns are set; variation in speed of the motion
      of each part of the body (by adjusting the curves tangent on the Graph Editor); hierarchy
      of the motion to express the flow of energy going through the body parts (one after the
      other) and the weight shift, etc., according to the action)

Obviously, students will get a good mark if the quality of the animation is good (i.e. the Key Pose,
Extremes and Breakdowns properly are well defined for each action, and the character is
expressive/convincing when walking and running, through adequate timing and rhythm). Likewise,
students will get poor, or acceptable, etc., marks if their work is poor, or acceptable, on those
parameter sections of the criteria, or the result of them combined. With these number of variables,
it is not feasible to list/give examples (as in a Rubric style) of all possible combinations or
scenarios.

The Learning Outcomes:
This assignment will assess the following ILOs

   1. Recognise the theory and practice related to character animation and its fundamental
      contribution to games production;

   2. Apply knowledge to animate a character expressing convincing attitudes, and to
      animate other elements expressing convincing motions;

   4. Review techniques in games animation.

Confirmation that this assignment assesses the relevant ILOs: **Yes**

ASSIGNMENT GUIDANCE NOTES – Academic Year 2018-2019

You must keep a copy of your assignment – the university will not take responsibility for lost assignments. Please make sure you back up your work carefully.

Submission Deadlines:

All Written assignments must be submitted before 12:30pm on the date due – unless otherwise stated on the assignment brief.

Electronic submission time will be 12:30pm on the due date following the above assignment detail, note this deadline is the **time for the upload of the assignment to be completed**, you are advised to begin submission AT LEAST 1 hour before.

For submission of physical assignments/artefacts/USB memory sticks etc, the assignment submission box for Creative Technology can be found on the first floor of Christchurch House, in the corridor near C114. Physical assignments must be submitted in the correct submission box before 12:30pm on the date stated on the assignment brief.

Late Submissions:

Please note that as per the **Standard Assessment Regulations** for any coursework that is submitted within 72 hours after the deadline, the maximum mark that can be awarded is 40%.

Please note that **the 72 hour Late Submission regulation only applies to the first submission of a given assignment** – and **does not apply to resubmissions**, unless they are being undertaken as a first attempt due to approved exceptional circumstances.

The 72 hour Late Submission regulation only applies to coursework submissions and does not apply to examinations.

If coursework is submitted **more than 72 hours after the deadline, a mark of zero (0%)** will be awarded.

Capped assignments will be considered by the Assessment Board and cannot be retrospectively uncapped by Academic Staff.

Exceptional Circumstances:

If you have any valid **exceptional circumstances** which mean that you cannot meet an assignment submission deadline and you wish to request an extension, you will need to complete and submit the **Exceptional Circumstances Form** for consideration to your Programme Support Officer (based in C114) together with appropriate supporting evidence (e.g, GP note) **before the coursework deadline**.

Further details on the procedure and the exceptional circumstances form can be found on **Brightspace** or via the link below:

https://www1.bournemouth.ac.uk/students/help-advice/looking-support/exceptional-circumstances

For further guidance on exceptional circumstances please see your Programme Leader or PSO.

Avoiding Plagiarism:

Plagiarism is the act of copying the work or ideas of others without proper acknowledgement of this work. Plagiarism also includes self-plagiarism or duplication: the inclusion in coursework, or a dissertation, or project, of any material which is identical or substantially similar to material which has already been submitted for any other individual assessment within the University or elsewhere.

Avoiding plagiarism is best achieved through the use of proper academic referencing and minimising direct quotations (i.e. re-write others' ideas in your own words, but still provide the reference of where these ideas came from). Further information can be found via the following links:

http://libguides.bournemouth.ac.uk/bu-referencing-harvard-style

https://www1.bournemouth.ac.uk/discover/library/using-library/how-guides/how-avoid-academic-offences

Further Information related to assessment can be found with the SciTech Faculty area of Brightspace, or via the following link:

https://brightspace.bournemouth.ac.uk/d2l/le/content/6633/viewContent/62565/View

Accessing Learning Support:
Student with Additional Learning needs are advised to contact the Learning Support team. Further details can be found via the following link:

www.bournemouth.ac.uk/als

Support/Clarification
Academic advice or questions about the brief, please contact the unit leader, Jose Fonseca, at the office P325a or through email jfonseca@bournemouth.ac.uk

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