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CAP 4034

Section 1

Final Animation Project Report

**Concepts:** For our final animation project we integrated a couple of different concepts that were taught in class to enhance any visual and technical aspects. We first utilized inverse kinematic handles to control any character movement more efficiently, we are also implemented any skeleton we're getting for the models that we were using; we added a curved camera path for any of the dynamic shots that we had, and we fine-tuned any of the animation using curves to achieve smooth and natural motions.

**Special Instructions:**

The only instruction we have is straightforward. Currently in our project we have a script that is designed to automatically generate the buildings that you see for the background. If for whatever reason the script doesn't work automatically, it will be added to the folder separately and you would have to manually generate it yourself.

**Project Overview:**

Within our actual animation, the idea is that this takes place in a Lego world and the whole premise is that the main character is walking along the sidewalk and is not paying attention to his surroundings, so he eventually falls into a manhole since that specific area is under construction. Then you cut to the construction worker, who is very agitated and calls for help. So, then another person who is on the crane, lowers the hook down into this manhole and basically fishes the man out.

Our original animation was supposed to be set on having this main character go through this very tragic event that shakes up the entire world in this Lego world however because of time constraints as well as big projects outside of this animation project, it has changed to be a bit more realistic. We still get the concept of doing a Lego style animation but the only thing in the animation that we were not able to realistically add were the Lego bricks as the city environment.