

Technical Requirements for Studio Project Turn-In

All projects need to be of the highest artistic quality possible, however, the technical requirements of each assignment are as follows:

Storyboards

Min. of three frames of action

Shot Number

Shot Duration

Written description of action

Well illustrated using perspective, shading to indicate volume and shadow information to indicate lighting conditions

Prop

300-500 polygons

Delete history

Freeze transformations

Name geometry

Pivot at origin

Placed on grid

Seamless

Quad geometry

Centered in four views

Wireframe

Reference image

Character

500-800 polygons

Delete history

Freeze transformations

Name geometry

Pivot at origin

Placed on grid

Seamless

Quad geometry

Edgelooping for deformation (3 edges: shoulder, elbow, wrist, hip, knee, ankle)

Good curvature

Centered in four views

Wireframe

Reference image

Rig

Iconic controls frozen, named, history deleted
Joint chain oriented properly (x axis points down the joint chain)
RP IK handle hip to ankle
SC IK handle ankle to toe
Joints placed properly within geometry
History frozen on geometry
Transformations frozen on geometry
Geometry attached to rig
Joints redrawn
Hierarchy functions properly (rig works)
Reference image

Animation

Strong poses (action is clearly defined by key poses)
Timing (action takes place at the right speed, not too fast or too slow)
Motion reads clearly
Animation action matches storyboards
6 seconds of animation
Spacing of poses to create believable movement
Variations in timing (some things move fast, some slow)
Use of the 12 principals of animation
Reference image(s) or text document

Texture

Good UV layout (minimal stretching of texture)
Good attachment of UV shells to minimize seams
Photoshop document (.psd) has 3 layers (in addition to UV layer)
Photoshop layers named
UV snapshot is correct resolution
Final rendered image (.tif) of geometry with texture on it
Good use of highlights and shadows to create illusion of shape change
Texture placed well on geometry
Head geometry placed on Grid
Pivot point placed at origin
UV snapshot at resolution 720 x 405

Lighting

Use 3 Lights
Color Lights
Shadows turned on (at least one light)
Only use lambert material
Materials named in Hypershade
Color Geometry
Rendered in Mental Ray

Render settings correct

Use IBL

Use IBL with ramp

Final Render

Resolution 720 x 405

Frame rate 24 fps

Compression codec H264

Render looks good (no flashing, stuttering)