3DF Points Breakdown

Studio Project == 50% of Grade – (Each student is responsible for all of the listed Studio requirements)

1. Requirement: Script or storyboard of a 6 second short animation.

2. Requirement: 1 seamless 300-500 quad props (must include reference)

3. Requirement: 1 seamless 500-800 quad character (must include reference)

4. Requirement: 1 fully rigged "Puppet" style character (seamless character broken up into pieces) (must include reference)

5. Requirement: 6 seconds of animation (matching your storyboards) using your rigged character for your final shot/shots (heavy focus on timing)

6. Requirement: Composed shot that maximize character exposure and story (Fixed camera shot)

7. Requirement: Shade (Colored Lamberts only), light (IBL + 3 Point Light Setup), and render (Mental Ray) final shot/shots

8. Requirement: Create a Quicktime movie from rendered images

9. Requirement: Layout UVs for character's head, paint a texture in Photoshop (3 layers minimum), and apply to character's head in Maya.

Make or Break Points

Artistic Value: plus or minus 5 Points - - Technical Value: plus or minus 5 Points

*****Any elements listed in the above Studio Requirements <u>can not</u> be used for any of the Individual Projects listed below*****

Individual Projects (Project1 & Project2) == 30% of Grade (Student's choice – Limit 1 per Industry focus – Project1 focus & Project2 focus)

*****The only items from the list below that can be used for, or in, the Studio Projects are the Environment and the Animatic*****

Pre-visualization
: Create an Animatic of 180@30fps or 144@24fps frames showing interaction between 3 characters minimum (must use animatic scenarios provided – see Individual_Project_materials folder)
== 15 points

Concept Art
: Create a Character Sheet consisting of front, side, and ¾ views (relaxed pose)
== 15 points
OR
: Create a Character Sheet consisting of a full colored action pose
== 15 points
OR
: Draw an Environment, full color, at a ¾ or perspective view,
== 15 points

Modeling (choose 1)
: Model 1 1000-2000 quad Environment (must include reference)
== 15 points
OR
: Model 3 Seamless 300-500, or 1 Seamless 1000-1500, quad prop/props modeled (must include reference)
== 15 points
OR
: Model 1 Seamless Character 1000-2000 quads (must include reference)
== 15 points

Animation
: Animate a character for 180@30fps, or 144@24fps, frames emphasizing one of the 12 Principles of Animation (must use animation scenarios provided – see Individual_Project_materials folder)
== 15 points

Set Up (Rigging)
: Construct a Rig for a biped character with an IK arm and leg setup (parented or binded geometry required) (must include reference)
== 15 points
OR
: Construct a Rig for a Quadraped character (parented or binded geometry required) (must include reference)
== 15 points

Texture Artist (choose 1)
: Texture a Prop (3 layers minimum in photoshop) with UVs layed out (render Prop and save image)
== 15 points
OR
: Texture a Character with UVs layed out (render Character and save image)
== 15 points

Compositing
: Composite a single frame from scene using Shake (frame must be rendered in layers and composited properly using any tool s necessary)
== 15 points