

Soft Deadlines for 3DF

Storyboards



- Minimum of 3 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
- 6 seconds of action
- Digital format (.jpg, .tif)

Prop



- 300-500 polygons
- Delete history
- Freeze transformations
- Name geometry
- Pivot at origin
- Placed on grid
- Seamless
- Quad geometry
- Centered in four view
- Wireframe
- Reference Image

Character



- 500-800 polygons
- Delete history
- Freeze transformations
- Name geometry
- Pivot at origin
- Placed on grid
- Seamless
- Quad geometry
- Edgelooping for deformations (3 edges: shoulder, elbow, wrist, hip, knee, ankle)
- Good curvature
- Centered in four view
- Wireframe
- Reference Image

Rig



- Iconic controls frozen, named, history deleted
- Joint chain oriented properly (x axis points down the chain)
- RP IK handle hip to ankle
- SC IK handle ankle to toe
- Joints placed properly within geometry
- History and transforms 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 storyboard
- 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 at correct resolution (1024x1024)
- Final rendered image (.tif) of geometry with texture on it at correct resolution (720x405)
- 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

Shading & Lighting



- Render Settings (Mental Ray)
- Resolution 720 x 405
- Final Gathering turned on
- IBL with a ramp plugged into texture
- Use a minimum of 3 lights that are colored
- Shadows turned on (at least one light)
- Only use lambert shaders
- All lamberts named in the hypershade
- Geometry must be colored
- No textures allowed in scene
- Have scene set to final camera shot