

## 3D Modelling and Animation – Assignment 2 (BSc)

For Assignment 2 you need to create an animation using the lamp model and rig supplied to you. The software platform that you are required to use in order to complete this assignment is Maxon Cinema 4D. Please **do not** use any other 3D software.

Your animation should be between 15 and 30 seconds and must include at least one jump. You must also make your lamp portray at least two emotions through the way it is animated. (For example it could appear happy and sad).

You must submit:

- a rendered mp4 file (.mp4)
- the Cinema 4D project file (.c4d)
- a storyboard of your film

The mp4 file must have the following specifications:

- H.264 mp4 file
- 1920 x 1080 pixels
- 25 fps

You must use the course lamp provided (this can be downloaded from the assignment 2 details page on canvas – ‘rigged lamp to animate’) to produce an original animation as follows:

- Theme: Emotions. Your animation should involve at least 2 emotions (e.g. curiosity, excitement, sadness). Your focus should be in making these emotions understandable to the audience and to have them support the story delivered within your animation.
- The main character & main focus of the animation should be the lamp (or lamps, if several are used).
- You must include a lamp jump in the style demonstrated in lectures.
- You must not use your own lamp model/rig.
- You must generate **at least the general storyboard** with the planning of your animation (main actions, key poses, emotions to highlight at each point, staging, timing).

- **Optional:** You can provide detailed storyboards for complex parts of the animation (e.g. jump, surprise, lamp falling on the floor).
- **Optional:** You can provide a video acting out your animation. This is an extremely useful tool to work out the timing from your general storyboard (i.e. you act it out at the “pace” that you would like each action to have, and then go through the video, seeing how much time each bit took). It can also give you nice insight on how to effectively animate your characters.
- **Optional:** You can generate an animatic for your animation (note this is much more time consuming than acting out the animation).

**You do not need to include, materials, textures or lights. You will only be marked on the animation.**

Assignment 2 is worth **50% of your overall mark.**

Marks for Assignment 2 will be awarded as follows:

- 10% File type/ delivery
- 20% Emotion
- 10% Jumping lamp
- 20% Weighting of objects
- 20% Movement and timing
- 10% Silhouettes and staging
- 10% Storytelling

Project files must be submitted via canvas as an online submission.

**CHECK SUSSEX DIRECT FOR HAND IN DATES AND TIMES**

### **Warning about Originality**

This is an individual assignment. Peer feedback and advice is permitted but all submitted work must be your own.

In accordance with University policy, no marks will be awarded, and disciplinary action will be taken if any part of your work appears to have been copied from, or by, another person without correct referencing.

## Assignment 2

The object of this assignment is to animate the lamp model supplied to you. Your animation should be between 15 and 30 seconds and must include at least one jump. You must also make your lamp portray two emotions through the way it is animated. (For example it could appear happy and sad). As well as information you have learnt in the lectures there are tutorials to help you animate your lamp available on canvas in the tutorial section.

There is also a requirement to submit a bouncing ball animation which will be created in week 7.

We will go through different processes and ideas for creating your film during lectures and work on the animation during labs.

The Assignment 2 Coursework sheet outlines what you need to do to complete your task.

This assignment is worth **50% of your overall mark.**

## Submission

Project files must be submitted via canvas as an online submission.

## Deadline

### **CHECK SUSSEX DIRECT FOR HAND IN DATES AND TIMES**

Normal penalties for late submission apply.

Please take extra care to save and back-up your work regularly, loss of work due to computer failure will not be considered as mitigating circumstances for an extension.

## Submitted!

10 May at 14:13

Grade: 63 (100 pts possible)

Graded anonymously: no

## Comments:

This submission shows a 30 second animation with a clear narrative of a lamp jumping over the tables. There are some good key poses and the jumps start off well but there are several places where the timing could be improved in the video. for example the jumps from 8 seconds and when the lamp falls on the floor are very slow and appear floaty as the lamp spends too long in the air. The lamp flipping in the air has some good positions but also spends too long in the air. The storyboard shows planning is detailed with the pre vis video also adding to the planning. The background aren't marked so it may have been better to concentrate on the animation elements. The bouncing ball shows that the processes have been understood with some good squash and stretch and arcs. The ball stops a little abruptly but the ball bounces well. Overall a nice submission but more work needed on the timing.

Richard Ellis, 23 May at 10:23