1. Context/Project Overview: Give a 1-2 paragraph explanation on what the project is about and what it is you are trying to accomplish for the project.

For this project, I am going to be creating a 3D clip of my choice for my animation class. I have decided to make a clip based on the game Paper Mario: The Origami King as a fanart. It includes two characters from it interacting with each other and a fire animation. It is going to be short but funny and have dialogue. I want to get better at 3D animation and build my feed with this, so I can increase my opportunities as far as finding a job in the future. I think if I can successfully entertain the public and produce quality art, I will be more likely to find work and freelance.

2. What: Answer what it is you are trying to accomplish. This could be one thing or many things.

I am making a 3D clip for my class.

3. Where: This is where it will take place. This may not be a physical location, this may be a piece of software or even a point along the design process. This really depends on what type of project it is. Some examples include:

All the modeling, texturing, animating will be done in the software Blender.

4. Why: What is the purpose of these requirement(s)?

This is to put on my portfolio. I want to use this to get better at animation, practice completing a project, and to present to companies and clients in order to get a job or freelance gigs.

5. Assumptions: What do you know for sure is going to be happening with this product? It might be an assumption about a feature or the audience.

It will to be 15 seconds long.

6. Exclusions: What will the assumptions not include? What won't be in the product?

This means I cannot go over that and so I need to keep the content limited as to what is going to be happening within the clip. I.e., The idea will have to be short but enough to tell the audience a story of some sort.