CSC4841/6841

Computer Animation

Spring 2016

Term Project

Due date: 4/21/2016

Requirements:

1. In this project you will create a short 3D animated film. In the end, you must render your animation into a video. I expect your video to be 1 to 3 minutes long.
2. You may work as a team or individually. Each team cannot have more than 4 people. The 3D content and workload should be proportional to the size of the team.
3. You may use downloaded 3D models. But I expect each team member to create a least one 3D model. In your report, clearly cite the source of each 3D model not created by your team.
4. Use Blender to create the 3D scene. If you use other 3D modeling software, you need to save (or convert) the 3D scene into Blender (.blend), Collada (.dae), Wavefront (.obj), or 3D Studio (.3ds) file format.
5. You need to submit a short proposal with the following information.
   1. Title of your project
   2. Team members
   3. A short description of your main idea. If possible, include storyboards, sketches, or screenshots of your models.
   4. This proposal is due by 2/11/2016. Submit your proposal to the corresponding dropbox on BrightSpace.
6. Each team must present their project in class on 04/19/2016 or 04/21/2016.
7. Submit a short report, rendered video, and all the source file(s) (including 3D models, images, sounds, etc.) in a DVD or USB drive to me by the due date 4/21/2016.