

3D Animation – WDMM 4306

- **Islamic University of Gaza, Faculty of IT**
- **Semester: 2nd Semester 2020-2021**
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Final Maya Project: Deadline: 20/05/2021

Produce a **20-50 second** animation involving one or two characters that interact. There should be a story. Everything must be done from scratch - modeling, rigging, animating, etc. include a “.blend” script that contributes to some part of the modeling, animating or rendering. Try to be as creative and artistic as you can.

Note: (One student project = at least 20 seconds, Two students project = at least 40 seconds with two characters).

Idea

Try to show how your character would look like and how you will animate the character you modeled in a suitable environment with short story.

Basic Description:

Modeling

You should use the character you have modeled in the lab. Avoid hair, separate clothing, etc. that will make your model more complicated (and require more work). The character should have a basic **face** with a modeled **mouth**, **eye brows**, etc. **Eyes** can be separate geometry.

Surfacing the Character

The model should be shaded and/or textured as appropriate.

Rigging

You will put a **skeleton** in the model and smooth bind the skin. The idea is to simply put enough controls into the model that help you move it into a few basic poses. You also need to add **IK handles** and **controls**, **constraints**, **weighting** the joints, **name the joints**, and other rigging.

Facial Rig (Shape Keys)

Use Shape Keys to set up some basic facial animation for your character such as **Happiness**, **Sadness**, **Surprise**, **Fear**, and **Anger**. You should model at least three of the basic six (or seven) expressions. Also try to include eye movement and blinks in your animation.

Environment and Lighting

The setting for the story may be a **city street**, complete with **buildings**, **trees** and a **cobblestone path**. Add **lighting**, a **camera** and film your model in a few basic poses. Your goal is to simply show off and animate the great model that you have built.

Animation and Facial Expression

You are encouraged to tell some form of story or show emotional changes during your animation. The character should also move (for example **walk**) in the story. This assignment will be judged both on the quality of the modeling and the quality of the motion.

Hint: Basic Facial Expression

EXPRESSION	MOTION CUES
Happiness	raising and lowering of mouth corners
Surprise	brows arch eyes open wide to expose more white jaw drops slightly
Fear	brows raised eyes open mouth opens slightly
Disgust	upper lip is raised nose bridge is wrinkled cheeks raised
Anger	brows lowered lips pressed firmly eyes bulging
Sadness	lowering of mouth corners raise inner portion of brows



Additional Expressions:

Facial Design



HU - Facial Expression

