Assessment 4 – Animation

This assessment is worth 40% of the overall mark for the module.

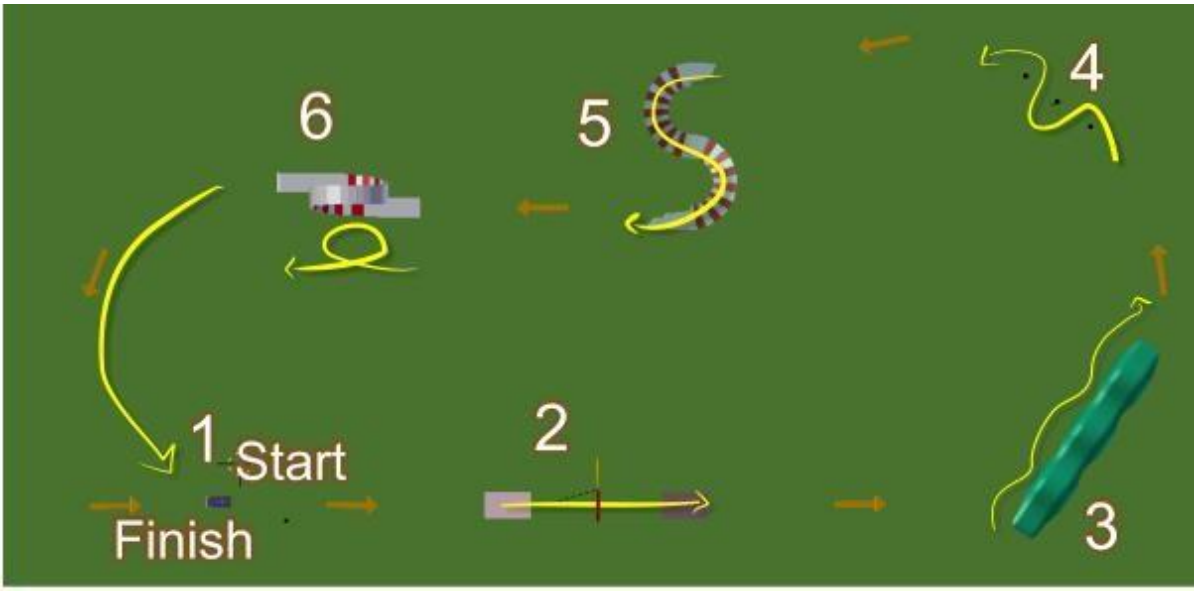
You are required to animate a small hover-car around a course consisting of starting and ending parking bay and five additional obstacles. The car should start its journey from the parking bay at location 1, negotiate the obstacles, and return to location 1 at the end. The car, for the large majority of the time, should remain in shot.

On completion you should submit the final rendered video, and your saved scene, in a zipped file named with your name (as per the naming convention below) to Moodle, via the provided link on the Website.

Download the .blend file, load into Blender and, when prompted, navigate to the Object file to load it. If you are having problems with this you should ask the lecturer/lab demonstrator.

The scene is setup for the animation, there is no need to alter any of the objects beyond the animation. You should **animate the hover-car and the camera** around the scene and render the final animation to avi format using the xvid codec. You will also need to set up a lighting environment to cast shadows into the scene and ensure that your aircraft and scene are sufficiently well lit.

The initial scene, is set up for 800 frames at 25 frames per second. You may add up to an additional 100 frames if you require it, but must not exceed 900. Illustrations on the following page together with the instructions below, should give you an idea of how to proceed with the animation:



The car should leave the parking bay at **location 1** and proceed at adequate speed towards the jump ramps at **location 2**. At the ramps, the car should travel up over the nearest ramp, off the ramp and through either one of the rotating hoops, landing on the opposite ramp. It should then proceed to the humped obstacle at **location 3.** The car should continue onwards to the slalom poles at **location 4** going around the poles in the manner indicated in the illustration above. The vehicle should proceed around the turns, staying just above the road, on the obstacle at **location 5**, then go on to loop-the-loop at **location 6**. The car should then return to the parking bay at

location 1, coming to a smooth stop. The car should not go beyond two grid units above the ground other than when looping the loop and going over the ramps. For most of the travel the car should remain less than one grid unit above the ground it is travelling over. The car may, on occasion, touch the ground, but should not appear to go through it.

SAVE YOUR WORK REGULARLY!

Marking

Marks will be awarded for completion of the course, smooth animation (with appropriate easing), well timed animation, good use of cameras, and good lighting/rendering.

A good smoothly animated submission with smooth camera work will earn around 60 – 69%, to gain a mark of 70 or more you should demonstrate skills with the package not necessarily covered in the labs, or add something interesting.

Submission requirements

You will need to use the Render options to set the name of the file you are rendering. You should name the final animation file as follows:

`lastName_firstName_BannerID_A4.avi` e.g. **`Bloggs_Joe_B00123456_A4.avi`**

You will need to zip this avi up along with your .blend file and the .blend (or zip file) for the modelling assessment, for final submission to Moodle, using the same naming convention below:

`lastName_firstName_BannerID_FINAL.zip`

It is anticipated that the animation will take approximately three to four hours, and that rendering will take up to an additional twenty - forty minutes. You should do a test render, carry out any modifications, and then re-render for submission. Give yourself plenty of time to do the assessment in case of disasters!

SAVE YOUR WORK REGULARLY!

If you have problems submitting via Moodle you should contact the module coordinator as soon as possible.

Submission summary for Assessments 3 & 4

Submit the .avi file, the animation .blend file, and the modelling assessment .blend file (zipped together with any textures that you've applied), via the upload link provided on Moodle by 23.59 Hrs, Friday 12th December 2014.