**ANIMATION ASSIGNMENT\_ 1**

**ANMN\_250\_01 and ANMN\_250\_02**  **Date –Jan 8th**

Instructor- Robert Clark **DUE DATE FEB 11**

**Parts -1 select** a prop that is to be built by you it during the first week of class. It will require textures and/or materials .Keep in mind that this will not only be for your own use but it will be made available to the entire second year student class .It must be scaled appropriately for use with the Morpheus Character. This is in order to have a good selection of items to choose from for the second half of the assignment.

**Part -2** using your choice of props made from the first half of the assignment ,animate your character using the Morpheus hand prop controllers that were outlined in class. You will use BOTH hand controllers to animate it in an interesting and appropriate way**. For example-** Picking up a walking stick with one hand and then using both hands to lean on it – Lifting a gun off a table with one hand and then using two hands to shoot it. **Your assignment** - **KEEP IT SIMPLE!!!** . Your project must be clear and the action justified and motivated. Animate your scene using the New Maya folder that is available on my website .You are free/encouraged to use video reference. If you use video reference do not copy it exactly. You must **INTERPERATE** your reference and expand on it in order for it to work effectively. **NOT FINISHING ALL THE ELEMENTS OUTLINED IN THIS PROJECT IT WILL RESULT IN FAILURE**

[**http://clartoons.weebly.com/morpheus.html**](http://clartoons.weebly.com/morpheus.html)

You will be submitting work **EVERY WEEK AT THE BEGINNING OF CLASS**

**For January 15-** Prop Delivery. It must be a Maya file and scaled to the Morpheus Default size. Textures and/or colored

**For January 22 –** Select your prop. **Storyboard** Sketch out your Idea with a drawing tablet or on paper. Prep your animation scene by importing the prop into your new project and setting up your lighting and camera. Submit a scanned .jpg of your idea and put it in the drop box by the end of day.

Make a folder for the drop box and name it exactly like this-🡪

**FirstName\_LastName\_ANMN\_250\_02\_Project\_1**

Inside this folder you will put .jpg of your storyboard sketch named

 **FirstName\_LastName\_ANMN\_250\_02\_storyboard\_Jan\_22**

**For January 29 – KEYS and PLAYBLASTS of your KEYS ARE DUE AT THE BEGINNING OF CLASS. Your animation must be completed BEFORE class in order to do revisions DURING class .**You will submit a 75% size **play blast** of your scene and the bare Maya **ASCII** file. Submit **KEYS ONLY** in **STEP TANGENTS .**Do **NOT** in-between past this point. Marks will be deducted if you do. I must approve your keys that day and give revisions before you can do any in-betweening for the next step of your project .Each key must **KEYED ALL.** The play blast of your animation must match the Maya File.

Submit the bare maya file (no project folders) and name it

 **FirstName\_LastName\_ANMN\_250\_02\_maya\_KEYS\_Jan\_29**

Submit your play blast file and name it

 **FirstName\_LastName\_ANMN\_250\_02\_Playblast\_KEYS\_Jan\_29**

**For February 5 –** Blocking and in-betweens completed .ready for revision and review. **ANIMATION completed at start of class. Class time is for Revisions!**

Submit the bare maya file (no project folders) and name it. YouTube account must be set up and TESTED.

 **FirstName\_LastName\_ANMN\_250\_02\_maya\_INBT\_Feb\_5**

Submit your play blast file and name it

 **FirstName\_LastName\_ANMN\_250\_02\_Playblast\_INBT\_Feb\_5**

**February 11 –PROJECT DUE Upload your animation to your YouTube account and email me the link by Midnight -Email me at**

**rob\_d\_clark@hotmail.com**

If you don’t have it ready don’t email me with excuses. Put the link in the body and your name and class in the subject line .DONT EMAIL ME ANY ATTACHMENTS .They will be automatically deleted. late assignments are -10% per day

**February 12** Final **PROJECTS RENDER DUE**. It must be ready for review at the **BEGINING** of class .Check your YouTube link and your animation the night before .You will have your assignment with the final render completed and uploaded to your YouTube account ready for class review. It will be uploaded as a 720p .mpeg .Assignments not ready for review at the beginning of class or students who are absent for review will automatically get a **10% reduction** on their overall mark .**ATTENDANCE IS OBLIGATORY**

You will also submit your maya files and final render in the drop box

**FirstName\_LastName\_ANMN\_250\_02\_Maya\_FINAL\_Feb 12**

Inside this folder you will put your Final Render

**FirstName\_LastName\_ANMN\_250\_02\_Render\_FINAL\_Feb\_12**

**MARKS BREAKDOWN**

**Prop-5%**

**Project storyboard .Jpg -10%**

**Weekly play blasts- 25%**

**Final Animation (class review) – 60%**

**Mislabelled files will be deleted without being looked at. Check the drop box folder periodically to make sure your file is still in there and resubmit it if it is missing.**

**WHAT YOUR FOLDER WILL CONTAIN**

**FOLDER NAME**

**FirstName\_LastName\_ANMN\_250\_02\_Project\_1 (Drop Box folder)**

**FILES**

**FirstName\_LastName\_ANMN\_250\_02\_storyboard\_Jan\_22**

**FirstName\_LastName\_ANMN\_250\_02\_maya\_KEYS\_Jan\_29 (ASCII file)**

 **FirstName\_LastName\_ANMN\_250\_02\_Playblast\_KEYS\_Jan\_29**

 **FirstName\_LastName\_ANMN\_250\_02\_maya\_INBT\_Feb\_5(ASCII file)**

**FirstName\_LastName\_ANMN\_250\_02\_Playblast\_INBT\_Feb\_5**

**FirstName\_LastName\_ANMN\_250\_02\_Maya\_FINAL\_Feb 12(ASCII file)**

**FirstName\_LastName\_ANMN\_250\_02\_Render\_FINAL\_Feb\_12**

**GOOD LUCK!**