**Assignment ANMN 200\_01 and 200\_02**

**Teacher- Robert Clark**

**Project 1 -Fall term 2nd year, Animation art**

Design a bipedal (human) character. Do not create any ninjas or quadrupeds -or anything that has a tail. Make sure your design can fit within the 3D Morpheus modeling parameters.

After you have completed your design think of a small gag, drama or action story for your scene. Consider writing a paragraph outlining your concept and keep your project relatively clear and simple. Work out several ideas and concepts before deciding on your final work. Add cuts and camera movements to your scene when needed. Justify everything you do logically .Make sure you project has been approved by me before committing yourself to the final clean up phase.

**September 11**- rough out character concept .Start storyboard

**September 18**-Clean up Character, Storyboard roughed out

**September 25**- Leica reel completed. Character finalized. Final revisions.

**October 2nd** –Assignment due -Hand in at **beginning** of class for class review

Late projects will be penalized 10% per day

Make sure you keep track of your hours with your chess timer

You will be marked on drawing quality ,clarity and concept. Show you board to other people and get opinions .if they have to ask what it is about consider revising!

Good Luck