**Assignment ANMN 200\_01 and 02**

**Teacher: Robert Clark**

**Project 2 – Fall term 2nd Term, Animation Art**

Using the stickman technique you will storyboard out the keys for a simple action scene that will then be posed and animated with Morpheus. This is a single character project only. An example action would be a character making a slam dunk or hitting a baseball with a bat, even a simple kick. Props are allowed but keep it to a minimum. You are not telling a story here just animating with clarity. You are not limited to sports activities but it must be a clear action sequence. No falling or crashing. The action must be motivated – not a reaction .Compose your storyboard drawings as a sequence of basic stick man figures for your scene .Make sure you draw out your start, antic, action, follow through and accent poses for your keys. Avoid using cuts or pans unless it is logically justified and absolutely necessary. You will time out your storyboard as an animatic and use this as the base for the 3D part of the project. Draw out at least 3 ideas for your project and select the best one for your animatic.

In the 3D phase work only in step tangents while making your keys .In-between the keys in linear only after the poses have been fully completed. Save a backup version of your project at this point .Set up a proper project folder and make sure you transfer your “maya” folder from your hard drive to the school computer properly. Do not work from your external drive. Follow the procedural sheet closely that was outlined in class. To avoid needless tears it is advisable to use the incremental save settings in Maya. The process sheet is available on my website **www.clartoons.weebly.com**

Add moving holds to your animation and work from the core of the hips outwards while posing and animating your character. You only have 3 weeks for this project and it will be a lot of work so utilize your time effectively. Consider using the chess timer to maximize efficiency. You should dedicate a minimum of 25-30 hours specifically for this assignment. If you intend to be a modeler or rigger and you do not like to do animation then you will have to learn to pretend to like it.

You will be handing in 2 files -an mp4 render of your completed animation along with your stickman animatic .Label the file folder and put it in the drop box

**Lastname\_firstname\_ANMN\_200\_01/02\_pro\_2**

The animation mp4 file - **Lastname\_firstname\_ANMN\_200\_01/02\_anim**

The Leica reel mp4 file **-Lastname\_firstname\_ANMN\_200\_01/02\_leica**

**October 30th –** Storyboard and animatic completed

**November 6th –**3D poses completed/revisions and in -betweening started.

**November 13th –**Due date.

Keep your animation a **SIMPLE** action! Clearly pose and time your animation with care .Good Luck