FINAL ASSIGNMENT PROCESS NOTES

Week 1- thumbnails completed .Scene set up .Morpheus key poses completed with timing.

Week 2-Blocking from keys completed. Ready to in-between

Week 3-assignment due .**NO EXCEPTIONS** In-betweens completed. Render or High quality render or play-blast. 720x480 avi.

If you work ahead save a version of your project as Keys only and keys and blocking only

YOU WILL BE MARKED FOR YOUR WEEKLY progress!

You may revise both assignments for your final mark if you choose to do so .This will be a good chance to upgrade your mark

You submit a folder with your both assignments from the second half of the term 1 and 2 rendered as avi.

You will also include both of your Maya ASCII files from both projects –NOT the whole project folder. Just the maya file

Naming

avi and Maya files 🡪 Lastname\_firstname\_ANMN\_304\_01/02\_title\_proj\_1/2

Folder 🡪Lastname\_firstname\_ANMN\_304\_01/02\_title

Any late submissions will only be accepted by email.

Week 4- Review of BOTH assignments in class .