Project #1: 3D Modeling and Animating with Maya Due October 8th, 2020

Using your newly acquired modeling and animating skills, animate a short 45 second animation of three simple balls interacting. Consider where the animation is taking place and how each ball is interacting with each other as well as the environment. Take a creative and conceptual approach to your animation, but consider the overall narrative arc of the animation. The animation needs to include a beginning, a conflict, and a resolution. How the animation unfolds, is up to you and your group. Your animation needs to include two animation principles, audio, fully rendered mp4 file, and be uploaded to Vimeo.

**Project Requirements:**

The project needs to demonstrate your knowledge of the tools that have been taught over the course of the Maya and After Effects sessions. This includes the modeling of the environment and characters, lighting of environment, texturing, and rendering of your animation. I will be looking for the use of framing techniques, animation principles, and creative approaches to the assignment.

•Self and group evaluations emailed by Thursday, October 8th at 10:35am. See below for more details.

• The group’s final Maya Project file should be named: **Last name\_First name\_Project1.ma** and placed in the the group’s Project #1 folder on the server. Since the rendered images take up GBs of space, **please remove the Images folder prior to uploading the zipped project file to the class server**. **Include in the Movies folder your final rendered animation that you uploaded to Vimeo.** • You will also need to upload to Vimeo your final animation and include a brief group project description and specify the role(s) each person on the team by crediting their Vimeo account. The group production statement must be grammatically correct and no longer than 200 words.

**Timeline for Deliverables:**

**Project #1, Production Statement, Vimeo link and Self & Group Evaluations due on October 8th.** Upload to the Project #1 folder your group’s Maya Project folder & final rendered animation.

**Project breakdown**:

Personal Production Statement and Self & Group Evaluation 4 points

Project #1

Modeling of Environment & Characters 6 points

Animation and Use of Animation Principles 6 points

Creative/Innovative Concept and Narrative 2 points

Group Presentation of Project 1 point

Final Animation Uploaded to Vimeo 1 points

**Total Points Possible 20 points**

**Entire project must be uploaded with Vimeo link emailed by the start of class on October 8th by 10:35am.**

**DTC 335 Project #1 Self and Group Evaluation due on Thursday, October 8th at 10:35am.**

Your responses should not be more than two pages, double spaced, and emailed to Brenda.grell@wsu.edu.

**Team Duties:**

Team member #1: Yourself

1. Your assigned duties for Project #1:
2. Your completed duties within Project #1:

Team member #2: Their name?

• Their completed duties within Project #1:

Team member #3: Their name?

• Their completed duties within Project #1:

Team member #4: Their name?

• Their completed duties within Project #1:

**Project Reflection**:

**What specifically was your team trying to achieve with this project? What did *you* learn about the animation process in doing this project? What would you change about your Project #1 if you had more time and resources?**