Project #2: Modeling and Animating in Maya

Due Thursday, December 10, 2020 at 10:35am

Building upon your modeling and animating skills within Maya, create a 1 - 1:30 minute animation with at least two animated chess characters that demonstrates a conflict between two chess pieces from your modeled chess set. Develop the plot of your animation through storyboarding, and consider the role of each character within the chess set when creating your plot. Who do your chess pieces represent and what kind of story are you trying to tell with the conflict between these pieces?

The animation needs to demonstrate your knowledge of the tools that have been taught over the course of the Maya modeling and animating session. This includes modeling of the entire chess set, creating an appropriate environment through the use of mise-en-scene, the appropriate use of motion and timing, camera movement, and the use of audio in your animation. I will be looking for proper use of textures, symmetrical modeling, accurate scale, and the use of your own or creative common's imagery and audio files.

Timeline for Deliverables

• **Thursday, Nov 5th** - **Storyboard due**. Storyboard template is on the class website and one storyboard must be turned in per group. <u>Graded as homework</u>.

• **Thursday, Nov 12th** - **Rendered image of environment and lighting for Project #2**. <u>Graded as homework</u>.

• **Thursday, Nov 19th** - **20 second playblast due**. Create a 20 sec playblast that demonstrates the first 20 seconds of animation within your scene. Playblast should be named: Group NamePlayblast1.mp4. Compress the .mov/.avi that you export from Maya Make sure the video dimensions are 1280 x 720 pixels. <u>Graded as homework</u>.

Final Project due Thursday, December 10, 2020 at 10:35am:

1) **Upload your Maya project folder** (minus the Images folder) to the DTC server with your Project folder named accordingly: Group Name_Project2. You must include the Maya ascii file (.ma) and complete assets folders. You do not need to include your After Effects project file in your upload.

2) **Include the final rendered .mp4 file** of your animation in the movie folder and **upload your animation to Vimeo**. Email me the links to your Vimeo animation.

3) Include a **production statement (no more than 200 words)** within the Project Description of the video on Vimeo and cite every member and their duties within your group.

4) **Email brenda.grell@wsu.edu your self and group evaluation**. Your responses should not be more than two pages, double-spaced, and free of grammatical & spelling errors. See below for more details.

5) **Present** with your entire group Project #2 on December 10, 2020 at 10:35am via Zoom.

Grading

Personal Production Statement and Self & Group Evaluation	2 points
Final Animation Uploaded to Vimeo	1 points

Project #2

Modeling of Environment & Characters	12 points
Animation and Use of Animation Principles	12 points
Creative/Innovative Concept and Narrative	2 points
Group Presentation of Project	1 point
Total	30 points

Guidelines for Self & Group Evaluation

Your responses should not be more than two pages, double-spaced, and free of grammatical & spelling errors.

Team member #1: Your Name
  1) Your assigned duties for Project #2:
  2) Your completed duties within Project #2:

Team member #2: Their name?
• Their completed duties within Project #2:

Team member #3: Their name?
• Their completed duties within Project #2:

Team member #4: Their name?
• Their completed duties within Project #2:

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 #2 if you had more time and resources?