Assigned: Thursday, December 1st, 2016

Due: Thursday, December 8th @ 5:00 PM

Now that you’ve learned about the animation principles and the animation pipeline, and have had some practice with body mechanics, it’s time to put these all together with a creative twist! You will be building on the concepts we have gone over in class to fully animate your own shot.

**The scenario will be as follows:**

You have two characters *(with unofficial, in progress names, which we will refer to them by until we have our actual character names)*: a girl (Penny), and a boy (Peter). Peter starts out sitting at a table drawing, and your job is to have Penny enter the scene and interact with Peter or create conflict in some way.

Acting is important here. “Penny” is a puppy like, and must act headstrong, imaginative, and hyperactive. Peter is observant, sensitive, introverted and calm - and should act that way in your animation.

At minimum, you should focus on Penny’s personality and body mechanics, because she is the main character of the story - but don’t ignore Peter, since one of them should be reacting to the other. Utilize all of the principles of animation that we have covered this quarter and follow the pipeline we've taught you.

Your goal is to take this shot through the animation pipeline, from planning to polish. The scene has already been set up for you, and is found here: \\ntdfs\cs\unix\projects\instr\capstone1\cse459\_au16\_rigs\daycare\_scene.ma

First, write a text document describing the beats of your scene. It is a good idea to make a planning sheet as well, since you will be working with two characters. *You are required* to provide video reference of yourself acting out Penny and Peter’s motion, put in your major poses and breakdowns, and when you’ve been given the go ahead by Jenna or Xavier, polish the shot to completion. As you have only 1 week to complete this assignment, keep your shot as short and simple as possible - at the very most 10 seconds. You may add a simple prop if needed, but remember to go towards simplicity.

Good luck! This is your last assignment - so show us what you’ve learned since the bouncing ball 10 weeks ago!

* Required files:
	+ [lastname]\_[firstname]\_storybeats.txt
	+ [lastname]\_[firstname]\_reference.avi
	+ [lastname]\_[firstname]\_layout\_poses.ma
	+ [lastname]\_[firstname]\_breakdowns.ma
	+ [lastname]\_[firstname]\_polish.ma
	+ [lastname]\_[firstname]\_polish.mov

**Grading Criteria and Turn-In Checklist:**

You will be submitting files for the specified check-in points above into [Collect-It on Catalyst](https://catalyst.uw.edu/). Below is a list of criteria we will be using for grading, in addition to a list of the files you will need to turn in for each part of the assignment along with naming specifications.

**Motion Check-In**

* Reference Video
* Key poses and some breakdowns

**Grading Criteria**

* 24 fps
* 1280x720 for the final playblast resolution
* Scenes should have a floor
* Camera framed appropriately on the action
* Principles of animation and posing that we have covered thus far
* Acting
	+ Does the scenario read?
	+ Is the character's motion appealing? Does it entertain? Make us feel something?
* Facial Expressions
	+ Do they read?
	+ Do they contribute to your narrative?
* Polish
	+ Are there any additional details that further sell your character? Eye blinks and movement, follow through and secondary motion, etc.
	+ No pops in the motion
	+ No overshooting tangents (feet through the ground)
	+ Motion is snappy, not floaty