

## TIPS FOR SUCCESSFULLY HITTING THESE MILESTONES

Start by creating a project folder for your final project. Inside, give it a subfolder called “scenes.”

Get all of your final models into the scenes folder and name them appropriately.

Build a TEMPLATE scene file that you will use to create all of the scenes in your film. Here’s how you do it:

- Open Maya, set your project folder to your new project folder.
- Create a REFERENCE to each of your models (File->CreateReference). You should open the options box, and within that do Edit->Reset Settings to make sure you have good referencing defaults. BE CAREFUL with references! You don’t want to change hierarchies if you can help it. Just treat referenced objects as animation-only objects. If you need to make a model fix, go back to the referenced scene file itself and make it.
- If you’d like, move your objects around to build a reasonable default scene. This is so you don’t have to do it in every scene file.
- Make a new camera with the proper aspect ratio, and position it in a sensible default location.
- Save this scene, maybe as “template.ma” or something.

Duplicate your template scene as many times as you have shots in your movie.

Layout and block each of your shots. Remember, milestone 4 is primarily about staging and timing. Pick camera angles that match your storyboards as a starting point, but if the compositions aren’t as interesting in 3D as they were in 2D, adjust them accordingly.

Create a playblast of the appropriate spatial resolution (640x?) for each of your shots. Save them out as “shot1.mov” or “shot1.avi” and so on.

Using After Effects or QuickTime Pro (on workstation 5), edit the playblasts together into a coherent movie file. When you’re done, save that movie file as a SELF-CONTAINED MOVIE. This means the file you make won’t reference any of the playblasts, instead, it will be its very own movie.

The self-contained movie is the one you’re supposed to hand in. Name it accordingly (“PerryM4.mov”) and put it in the appropriate place. It would be nice if you used a codec that kept the movie file sizes reasonably small, something like Sorenson 3 or H.264.

IT TAKES A LOT OF TIME TO MAKE PLAYBLASTS AND EDIT THEM TOGETHER, so please give yourself enough time to do it right.

MAKE SURE YOUR MOVIE IS SELF-CONTAINED. As a reality check, the self-contained movie should be bigger than a single playblast (in file size). To be extra careful, copy your self-contained movie to another machine and try double-clicking it there. If it plays, it’s probably self-contained.