Over break, your homework is to write a proposal for your final project.

This proposal will be used like a Hampshire "contract" for completing divisional work. Once your proposal is approved by me, all you need do is deliver what you proposed to fully meet any and all course requirements for the final project. Note that if you fail or have already failed to meet any **other** expectations for evaluation (such as absence limits or late work limits), successful completion of your final project won't guarantee you an evaluation for the course. SEE ME if you aren't certain of your status in this area. The course guidelines were laid out clearly at the beginning of the term and it is your responsibility to keep up with them.

The only requirement for the final project is that what you hand in must move in one way or another. This is computer animation, after all. In other words, you must hand in a rendered movie file (in addition to any number of other supporting materials - see below). What moves or what causes the motion is up to you.

Note that last semester's final project (the 3-shot film) obviously meets the motion requirement. If you would like to make another narrative short that would be fine. By freeing up the restrictions I'm trying to allow people with non-narrative interests to pursue their ideas within the context of the class.

A complete proposal contains:

- A description of your creative goals. What is it you are trying to achieve with the project? Be as specific as you can about narrative, visual, emotional, or other targets that you will try to hit in your piece. Also, are you trying to become a better character animator? Modeler? Storyteller? Are you trying to create more compelling compositions? What would you like to get out of the project?

- A description of what you expect to be handing in as your final project. By this I mean content folders, images, movie(s), any written component, and (where applicable) resolutions, compressors, and other specifics about the aforementioned work. For example: a 640x480 rendered movie of approximately 5 seconds in length along with 2 rendered tests showing my character's articulation and surface texture. I WILL REQUIRE you to hand in work along the way for in-class reviews and presentations. These don't have to appear in your proposal, however, they will be assigned so you might want to think ahead about production milestones you would like to hit.

- A rough week-by-week estimate of how you plan to produce this project in the remaining 6 weeks of class. As a guideline, every week should have some deliverable (storyboards, character model, environment, animatic, etc.). You should all propose projects that will push your abilities without overshooting them - this chronology will help tell you if you're being realistic about what you can do.

- A description of any areas that you would like to see covered in class to support your project. Please take this opportunity to tailor some of the TBA classes to suit your needs

- A valid, active email address that you check regularly so I can give you timely feedback.

It is OK for your project to be a concept that's not fully developed at proposal time. If this is the case, then be sure to allocate time in your schedule for writing/design/storyboarding/etc.

Due Monday March 25 at the beginning of class - NO EXTENSIONS ON THIS ASSIGNMENT

Your double-spaced, typed proposal. I MUST get it promptly so that I have time to read it and get you comments for Wednesday's class. Email is acceptable, however, your proposal must be in Microsoft Word or rich text (RTF) format.