

First of all, fix and finish your models based on comments from class. Then, assemble your shot(s) and begin animating!

MILESTONE 4 due Monday April 14th at the beginning of class

MILESTONE 5 due Monday April 21st at the beginning of class

We're going to watch and comment on your animation in both of the next two Monday classes.

For each of these milestones you are to hand in a rendered movie file. PLEASE keep the sizes of the movies down; I recommend rendering at one-half of the resolution you selected for your final project.

For Milestone 4 you should be mostly concerned with staging and timing. What I'm hoping to see from you is called "blocking," namely, roughed-in animation on the root nodes of your hierarchies. Remember the bouncing ball and the Luxo lamps we did in class. Blocking should communicate the basics of your scene to the audience, such as how long a shot is, where we're supposed to look, and how much time passes between key actions in the scene.

NOTE: Make as much progress as you can for milestone 4. If you get through blocking quickly, then hand in a movie of whatever you've got! The blocking step is a minimum - feel free to work as much as you want beyond that.

For Milestone 5 (which occurs 9 days before the projects are due), you should be showing much more refined animation. Ideally, you will be showing your final motion. We need time to light these scenes, after all! Pay attention to follow-through, overlapping action, squash and stretch, ease in/out, and anticipation for this milestone.

FAILURE TO REACH EITHER ONE OF THESE MILESTONES IS GROUNDS FOR NOT RECEIVING AN EVALUATION.

Helpful hints:

- Create a Lightwave scene file (.lws) for each one of your shots.
- Before you import any of your objects into a blank scene (using +), make sure your camera properties reflect the resolution you chose and that the general options menu shows the proper number of frames per second.
- Watch out for Lightwave's default camera focal length value. It's probably a wider-angle lens than most of you want.
- Always save your Lightwave scene file to a different name so as not to write over previous work. Files get corrupted all the time and you don't want to lose all of your work.
- Make previews to evaluate your animation.
- When you render the movie to hand in for each of these milestones, set the camera resolution to half of the final resolution and turn on motion blur.
- Change the basic colors of your objects using the surface editor window if we can't see them clearly in the render. The whole point of animation dailies is that we can see your motion!
- Re-read the 1987 Lasseter article (in the hand-outs folder on Course Storage).