Computer Animation I   Fall 2004

Final Project Milestone 2: Full Proposal

You will hear back from me via email about your pre-proposals by noon on Tuesday November 2nd. Then, it's time to create a formal final project proposal.

This proposal will become a sort of contract between you and I, not too unlike a Hampshire Division II contract, describing what you plan to do for your final project in the course. By approving it, I agree that completion of the project as described will satisfy the course requirements.

That being said, there is still some flexibility in this process. Final projects can and will be altered and amended throughout the final six weeks of the term based on discoveries you make along the way. Some things will be harder than you expected, some easier. The catch is that any alterations to your final project must also be approved. This generally happens via email.

All this formality is not intended to slow you down, nor is it just a way to get you to practice jumping through hoops. It is designed to introduce you to the critical concept of pre-production, and it allows me to manage a class full of students doing different things and still be able to fairly evaluate everyone's work at the end of the term.

MILESTONE 2 due Wednesday November 3rd at the beginning of class

Hand in hardcopy of your final project proposal. All written portions should be typed (and proofread and spell-checked), and you should retain copies of all drawn material as these may not be returned to you immediately.

The final project proposal should contain:
- The title of your project.
- The approximate duration of the movie, in seconds.
- The frame rate, aspect ratio, and spatial resolution of your film.
- A written treatment.
- A storyboard.
- One or two lighting reference images.
- A model list
- A model packet for every model.

DETAILS

Don't sweat the title, just pick something.

The duration should be 10 seconds or less.

The frame rate should be either 24 or 30 frames per second. 24 means less animation!

The aspect ratio/spatial resolution of your film should be 1.33 (640x480), 1.85 (640x346), or 2.35 (640x272). These sizes can be set in the render globals and camera attributes windows.

The treatment should be a revised (if necessary) version of the treatment from your pre-proposal. Please address whatever comments I give you via email.

The storyboard should effectively communicate the visual composition and action of each shot. Any given shot might require more than one storyboard drawing to make the action clear. Don't get bogged down in your (in)ability to draw - the point of storyboards is to explore the visual possibilities quickly.

Draw your storyboards with the frame aspect ratio you've selected. Here are some templates:
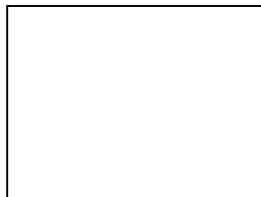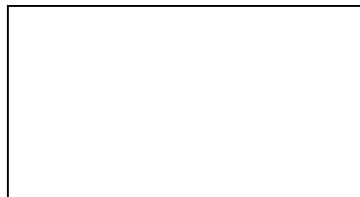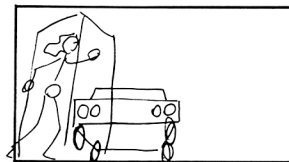
1.33	1.85	2.35

Some example storyboards to use as reference, both detailed and rough:
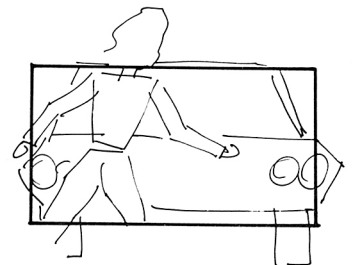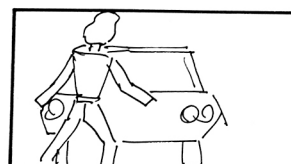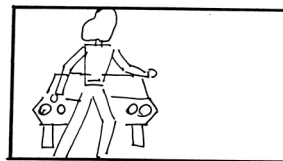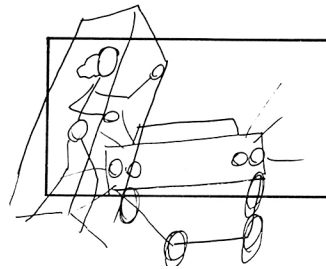
David Jonas' storyboard for *Empire of the Sun*.

Figure 3.16a
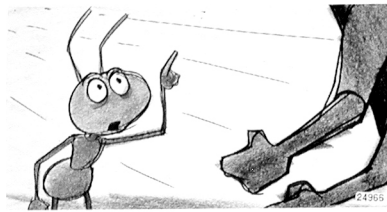
FLIK: Ants are not meant to serve grasshoppers. Every year these ants pick food for themselves AND you.

So, who is the weaker species? Ants don't serve grasshoppers. It's you who need us.

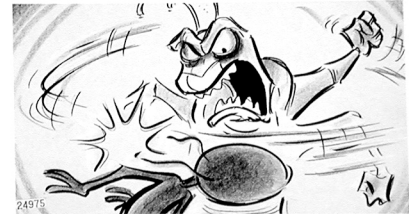We're a lot stronger than you say we are.

And you know it, don't you?

HOPPER: SHUT UP!!!

Your lighting reference image(s) can be your own artwork or can be taken from movies, paintings, photographs, whatever. If you can't print/photocopy color, try to include a URL so I can look at the reference as it's meant to be seen. Recall the impact color and light can have on mood, emotion, and the dramatic potential of a scene. Try to think about how light can support the animated interaction you are creating.

It is perfectly valid to want light that simply "illuminates your scene." Even this choice has countless varieties. Is the light coming from a dangling exposed bulb like an interrogation room? Or large fluorescent bulbs like in a grocery store? Try to pick something and find an image that fits. If you try but you can't find an image, describe the lighting you want in words.

A model list is just that: a list of all the different models that must be built for your project. Give them each names (you will have to anyway when you build them on the computer).

A "model packet" is a drawing or set of drawings that shows what an object looks like from different views, with specific details necessary for construction. The drawings don't have to be drawings - if the object you wish to model can be photographed go ahead and use photographs. The images in model packets are generally annotated, showing important details relevant for modeling or animation. For instance, a model packet of Luxo Jr. would identify the four different nodes in the hierarchy in addition to simply showing what they look like.

Some example model packets, all much higher-end than I'm expecting but still good for reference:

FLIKS HARVESTER
(NOT TRUE SCALE)

TOO HEAVY
BIG / CHECK KEY
FOR SCALES