

Computer Animation I

Spring 2006

Final Project Milestones 4 and 5: Animation Dailies

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

MILESTONE 4 due Wednesday April 12th at the beginning of class

MILESTONE 5 due Wednesday April 19th at the beginning of class

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

For each of these milestones you are to hand in a Playblast movie file for EACH OF YOUR FILM'S SHOTS. Those of you with only one shot, obviously, will hand in only one movie file.

Milestone 4 is primarily about staging and timing. At a minimum, what we're looking for is called "blocking," namely, roughed-in animation on the root nodes of your hierarchies. 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. Blocking starts with the root node and sometimes doesn't move past it.

But make as much progress as you can for milestone 4. If you get through blocking quickly, then hand in a movie of your in-progress animation. The blocking step is a minimum - feel free to work as much as you want beyond that.

For Milestone 5, you should be showing your final motion. We need time to shade and 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 Maya scene file for each one of your shots. Use a stopwatch to estimate the frame length of each scene and set it accordingly (on either side of the time slider).
- Before you import any of your objects into a blank scene, make sure your camera attributes and render global settings reflect the resolution you chose.
- Always use incremental save (under File->Save Scene []). Files get corrupted all the time and you don't want to lose all of your work.
- Make Playblasts to evaluate your motion, as always (the "play" button is unreliable).
- **Change the basic colors of your objects 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).