

Now it's time to animate your version of Dip.

For this assignment you are to conceive of and animate a shot (approximately 5 seconds long) that meets the requirements listed below.

Requirements:

- Your shot must show off, to some visible extent, all the bending parts of your model (i.e. flap, leg, foot).
- Your shot must require the use of both IK and FK leg animation.
- You must animate Dip as a *character doing something* - in other words, you can't just have her bending around as a proof of the technology. Place Dip in a situation and have her respond accordingly.
- You must model enough of a set to hide the transparent background.
- You must create a new scene file and *reference* your Dip rig file in the scene file. Animate the reference.
- Work at a resolution of 640 x 480 (24 frames per second) and hand in a shaded (not wireframe) playblast in the H.264 codec. Don't forget to hand in your final scene file and your referenced rig file too.

Notes:

- Start on paper. Work with ideas until you get one you like, then make thumbnail sketches to figure out how the animation will actually work. Keep in mind that you will be lighting this file later on so lights can play into your design.
- Don't waste a lot of time on the concept. You will have your chance to do that later on your final class project. This is intended to be an *exercise* in laying out and animating a shot.
- Set up your camera, lay out your set, and create a reference of your rig. Check to see that the scales are appropriate.
- If you have the tools, shoot video reference of yourself acting out the motion. Try to know exactly what your character must do before you begin.
- Animate from the root node on down. Use your thumbnail sketches. Don't start working on lower nodes until the root looks *perfect* to you! Keep making playblasts until you like what you see. You may want to turn off IK temporarily for root posing (Modify->Evaluate Nodes) so you're not distracted by the foot dangling off in space.
- Save early and often. Turn on incremental save in the save options box.
- Seek out feedback from the rest of us of your in-progress animation. It's a good sign if your partial animation is easy to understand!

DUE Monday March 5th at the beginning of class