

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

For this assignment you are to conceive of and animate a shot (approximately 5-10 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).
- You must animate Dippy as a *character doing something* - in other words, you can't just have her bending around as a proof of the technology. Place Dippy in a situation and have her respond accordingly.
- Animate using the pose-based (a.k.a. "pop-thru") approach instead of the layered approach.
- You must model enough of a set to hide the transparent background.
- You must create a new scene file and *reference* your Dippy rig file in the scene file. Animate the reference.
- Work at a resolution of 640 x 480 (24 frames per second) and make a shaded (not wireframe) playblast in the H.264 codec.
- Upload your final animation playblast to Helga, and hand in your final scene file and referenced rig to urza.

Not required, but good to try anyway:

- Use both IK and FK leg animation.

Notes:

- Read, study, and follow Keith Lango's "pop-thru" (a.k.a. pose-based) animation method (<http://www.keithlango.com/tutorials/old/popThru/popThru.html>).
- 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 everything is sized appropriately.
- If you have the tools, shoot video reference of yourself acting out the motion. Even if you can't tape it, act it out anyway. Try to know exactly what your character must do before you begin.
- Follow Lango's instructions.
- 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 the playblasts of your stepped poses (Lango steps 1 and 2) are easy to understand! Use Helga and/or the class mailing list for this.

DUE Monday March 2nd at the beginning of class