

Assignment D: Rikki and Fred.  
Art 384: Introduction to Computer Animation.  
Due Monday, November 24<sup>th</sup>

Rikki and Fred are rigged characters. Use them to make a short animation.

Fred is a private eye. Rikki hired him to look into the disappearance of her husband.  
Well, Fred found him all right, and he's not sure whether to tell her, or the cops.

Then she stopped by the office. Wanted to drive him somewhere. Somewhere... private.  
Fred was game.

But now... now it seems a little *too* private, if you know what I mean.

- Goals:
- a) Implement the script. The ending can go anywhere, but be quick.
  - b) Know what has happened before the animation starts, and what will happen after the animation ends.
  - b) Get experience with the use of a rigged, deformable character.
  - c) Gracefully avoid the limitations of the rig and model
  - d) Build a set and light it. It can be very simple, just a car seat and the roof.
  - e) Plan the camera angles, then build the set.
  - f) Use camerawork to help tell the story.

**No dialogue is allowed.**

Grading:

- [ ] 10% Backstory: provide, in writing, a one- or two-page description of the circumstances that lead up to a good man being in this awful situation. Include a description of the emotional relationship between Rikki and Fred.
- [ ] 10% Storyboard worksheet, clean, mounted on black foam core.
  - [ ] 5% Adequate drawings
  - [ ] +5% Excellent drawings
- [ ] 50% Animation depicting emotional transitions
  - [ ] 10% Rikki & Fred move neither too quickly nor too slowly.
  - [ ] 10% R&F express emotional states that change.
  - [ ] 10% Absence of animation errors
  - [ ] 10% Graceful resolution of action
  - [ ] 10% Art
- [ ] 10% Cinematography: tells story, no purple parts showing
- [ ] 10% Rendered, title card, submitted as Quicktime, done on time
- [ ] 10% Courteous, constructive participation in the critique
- [ ] +10% Extra credit: Sound!

