

Assignment D: Characters for a Group Animation Project
Due Tuesday, November 10

Goal: A renderable, animatable character that can use animations generated by the rest of your group.

For this assignment, you will be making a humanoid figure and rigging it. Part of the deliverable is a playblasted animation of the character going through the motions in this file.

You will be using this animation in your final project for the class, so make it interesting enough to look at—a lot.

You need not make a human.

One person in your group should make a test animation, so that you can verify that your figures can exchange animations.

NOTE: You will be using this character for Assignments F (by making 5 animations for it) and G (making an animation combining everyone's animations in TRAX); it will be worthwhile to make this object as awesome as you can.

Grading:

Process component

- 20% Model Plan worksheet, mounted and trimmed.
 - 10% Clean mount, ready to hang.
 - 10% Excellent drawings

- 10% Bureaucratic component
 - 10% DVD, all input files, movie files, all properly named

- 30% figure is complete
 - 10% All limbs are rigged and bound
 - 10% 3 layers: display geometry, skeleton and IK, controllers
 - 10% Modeling is done

- 20% Animations can transfer from your figure to your teammates'
 - 10% Same skeleton, same proportions
 - 10% Character exists and is compatible with a teammate's character.

- 10% The figure looks good

- 10% A playblast of the test animation applied to your figure.