

Assignment E: Plan for final animation
Due Tuesday, November 24

Goal: A collaborated-upon plan for your final project.
Some animations.

Group Grade Component:

- [] 20% Storyboards and floor plans for the entire animation.
You will be deviating from the plan, but you need a plan.
The storyboarder does not have to do a walk cycle.

- [] 10% Roles assigned: a document describing who will do what
 - Art director
 - Storyboarder
 - Set building
 - Props
 - Lighting & rendering.
 - Animation
 - Cinematography
 - A Gantt Chart showing when who is working on what.

- [] 10% Examples of prop and set design

Individual Grade Component:

- [] 12% Everybody has to do one storyboard, and it must be spray-mounted. I have shown you examples of what I need. This will be graded as a drawing.

- [] 48% Animations
 - 3 Animations that can be used for the final project
 - [] 16% A gait cycle: walk, run, hobble, lurch, whatever (or the group's boards)
 - [] 16% A stimulus action: throwing, hitting, shooting, grabbing
 - [] 16% A response action: getting hit, getting grabbed

The last two are a pair; you should work on them in the same file.

Turn in a CDR, with your name on it, with .mb files and playblasts.