

## Computer Science 807, Fall 2012

### Project 3: Shading, Lighting, Texturing, Rendering, and ANIMATION

Due: Monday, 11/05/2012

#### Description

For this project, you must create an animation lasting 10-20 seconds that shows an object following a path. A motor scooter or unicycle is available for you to animate. You are not required to create an elaborate environment, but you should include at least a ground plane to give the animated object a basis in space.

The scooter or unicycle has to be shaded/textured. Your scene must contain at least three different shaders or textures. Please create adequate lighting for the scene. The final movie should be composed of rendered frames and saved in a standard format (e.g., .mov). Additionally, no audio is required.

You are free to be as creative as you like with the path animation try to make the final product entertaining (e.g., by making the object hop, jump, flip, etc.). Also, incorporate as many of the Disney 12 animation principles as possible (e.g., squash and stretch, exaggeration, anticipation, etc.). As always, have fun with this project!

#### Submission Requirements

The following information should be on your webpage:

- the date, a title, and a brief description of this project
- a link to the Maya file (.mb) of your project
- a description of your idea, implementation, and the principles you used
- three frames from the animation
- a link to the final animation in standard format

We will view (and critique) some of your animations in class.

#### Tips

Good animations:

- look good
- have keyframes only where needed
- convey a personality, story, situation, or mood