

Animation Project

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CS7029: Visual Computing and Design
Due date: TBA - End of Semester 2016

1 Project Specification

You will develop a short animation using modern 3d rendering tools. You will apply several 3d modelling and animation techniques to create an attractive and interesting composition. You may use any tools, but an introduction to using Blender (<https://www.blender.org/>) will be given.

1.1 Minimum requirements

- The animation must be approximately 30 seconds with no loops.
- A single object moving in a non-linear trajectory.
- Interesting or non-linear camera movement.
- Textures.
- Well composed scene.

Additional specialised or creative techniques will add value to the project. An appropriate audio track or audio events may be added. You should expect to spend 20-30 hours on the project (about half of your time should be spent following tutorials and experimenting with different tools).

1.2 Deliverables and Grading Scheme

- 1-3 page report giving background to the animation and summarising the techniques applied. List each asset or technique used and state if it was created by you, or provide a reference to the author.
- A link to an on-line video of the animation.

There is a lot of scope to be creative in different areas - make your contributions clear in your report. You should aim to create at least one original 3d model to be used in the animation.

	minimal	complex	excellence	
models and textures	0-10	10-20	20-30	number/detail, self-made elements
camera and animations	0-10	10-20	20-30	intesting shots and animations
composition	0-20	20-30	30-40	consistency, attn. to detail, overall impression

2 Reference Material

- Blender key bindings: a useful cheat sheet <http://overapi.com/static/cs/blender-2-5-key-bindings.pdf>
- Blender Basics: 1-2 hours of useful Blender tutorials <https://cgcookie.com/flow/introduction-to-blender/>
- Blender 3D Design Course: a more in-depth course <http://gryllus.net/Blender/3D.html>
- Blender Guru: specialised tutorials <http://www.blenderguru.com/tutorials/>
- Blend swap: model repository <http://www.blendswap.com/>