

“Bouncing Ball” Plan and Keyframes:

The bouncing ball incorporates many of the basic animation principles an animator uses everyday in the scenes he/she works on, including: **squash and stretch, path of action, arcs, momentum, timing, key drawings, in-between drawings, weight, speed**, and the **substance** of the object.

CREATIVE BRIEF Parameters:

1. You are to create a “rubbery” bouncing ball that bounces at least twice from an elevated position.
2. The first bounce must be higher than the second.
3. Be Creative.
4. Include a resolve (an ending!)

PROCESS:

I. Create a Plan:

1. Think of some creative ideas - thumbnail them in your sketchbook. Have fun with it!
2. Create a compelling **Bouncing Ball Plan** for your animation showing how you will **STAGE** your animation. The plan should be on one sheet of paper.
3. Come up with a creative **RESOLVE** for your bouncing ball animation.
4. Be prepared to explain your bouncing ball plan to the class next week.

II. Draw the Basic Keyframes:

1. Punch holes in your animation paper. (This is known as **REGISTRATION**.)
2. Transfer each major keyframe from your plan onto a separate sheet of paper.
3. Carefully number and label each keyframe sheet as **K1, K2, K3** and so on, so you can keep track of its order.

I will show you how to capture and animate from them on Class 2.

DUE at the beginning of class, Week 2: Bouncing Ball Plan and Bouncing Ball Keyframes.

Grading Rubric on Next Page:

	Distinguished (4)	Proficient (3)	Apprentice (2)	Novice (1)	0
Animation Plan 20 points	<ul style="list-style-type: none"> * Animation plan is neat, LABELED, organized * Plan clearly demonstrates the beginning, middle and end of the animated sequence. * Keyframes are labeled * Arcs are smooth, shown to indicate movement. 	<ul style="list-style-type: none"> * Animation plan is LABELED * Plan demonstrates the beginning, middle and end of the animated sequence. * Keyframes are labeled * Arcs are shown to indicate movement. 	<ul style="list-style-type: none"> * Animation plan is unorganized, or not labeled * Plan does not clearly indicate the beginning, middle and end of the animated sequence. * Keyframes are not labeled * Arcs are shown to indicate movement, but appear too angular for natural motion. 	<ul style="list-style-type: none"> * Animation plan is unorganized and not properly labeled * Plan is confusing and/or hard to follow. * Keyframes are not labeled * Arcs are missing. 	Not turned in.
Concept 20 points	<ul style="list-style-type: none"> * Creative and original idea that works within the required creative brief. * Concept work (thumbnails) and process are clear and evident, thorough and well planned. 	<ul style="list-style-type: none"> * Solid ideas, but not particularly unique. * Concept work evident. 	<ul style="list-style-type: none"> * Ideas cliché or derivative. Very little originality present. * Marginal concept work. 	<ul style="list-style-type: none"> * Weak or negligible attempt. * No evidence of concept work 	
Keyframes 20 points	<ul style="list-style-type: none"> * Keyframes are properly labeled and organized * pages are properly registered * paper is crisp and well taken care of 	<ul style="list-style-type: none"> * Keyframes have minor labeling or organizational issues * pages have minor registration issues (tears, etc.) * paper is crisp and well taken care of 	<ul style="list-style-type: none"> * Keyframes have major labeling / organizational issues * pages are not registered * paper has some bends and folds in it 	<ul style="list-style-type: none"> * Keyframe pages not labeled * Pages are not registered * Pages are not maintained with care 	

Please note: Your Art Director does not accept late work (or excuses).

Total Possible Points: 60