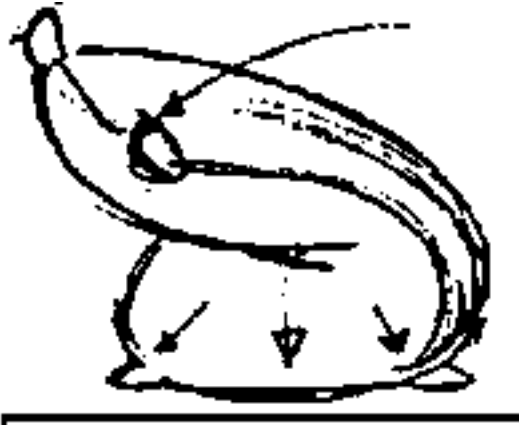


CA1400 2D Animation
Instructor: Krishna M. Sadasivam

Flour Sack Animation Project

The flour sack animation is an excellent learning platform for understanding natural deformations in movement and dealing with the inherent limitations. This project serves as a real training ground for understanding forces, deformation, and fundamental movement.



Using the half-filled flour sack will allow you to practice natural movement without having to deal with the extreme complexities of a person or an animal.

In addition to understanding forces, deformation, and fundamental, infuse your flour sack with PERSONALITY to support its movement, as explained in class.

Due Week 5:

Your Flour Sack Plan (sheet) and keyframes (captured in MonkeyJam and saved as a MOV or AVI file.) Use the filename **Lastname_sack_keys.avi**

Due Week 6:

Final Flour Sack Animation

Save the final animation as an AVI file: **Lastname_sack.avi** or **Lastname_sack.mov**

Include the following in your title:

First and Last name
Flour Sack Animation
CA1400 Winter 2010
Sadasivam

Flour Sack Animation	Distinguished (4)	Proficient (3)	Apprentice (2)	Novice (1)	0
Concept 20 points	Creative and original. Detailed plan that clearly demonstrates character's main keyframe positions, including the resolve.	Solid ideas, but not particularly unique. Plan present, but missing one major keyframed position.	Ideas cliché or derivative. Very little originality present. Marginal concept work. Missing more than one keyframed position in animation plan.	Weak or negligible attempt. No Animation Plan provided	Not turned in.
Weight 20 points	solid weight and mass of the object is indicated through use of shading, shadows, and a ground plane. Squash and stretch appears natural and convincing. Volume of object stays consistent.	*Weight and mass implied through use of shading, shadows or ground plane. Very minor consistency issues with volume of the ball.	* Object appears to be floaty in places, weight and mass only partially inferred. Volume of object is inconsistent (grows or shrinks in volume) from beginning to end.	*object lacks weight or solidity. *Volume of object is inconsistent.	
Timing 20 points	*Slow-in and slow-out appears to be very natural and obeys the natural laws of physics. Movement is smooth and natural.	* Slow-in and slow-out has minor issues where one or two in-betweens need to be added or removed to improve overall timing.	* animation plays too fast or too slow.	* Animation appears to be choppy.	
Resolve 20 points	Ending is held for several extra frames allowing the viewer to clearly understand what took place.	Ending is clear, but could be held for several extra frames allowing the viewer to clearly understand what took place.	* Ending is unclear No appreciable delay between the ending and the title.	*No clear resolve.	
Technical Specs (20 points)	Titles are clear and are held for 5 seconds before animation plays. File named properly as outlined in the creative brief.	Titles are clear and are held for 5 seconds before animation plays. Minor issues in file naming.	Titles are held for too long (greater than 5 seconds) and/or File not named as specified in creative brief.	No title included or title is too difficult to read and/or File not named as specified in creative brief.	