

CA1400 2D Animation
Instructor: Krishna M. Sadasivam

Emotional Walk Assignment Part I: (The Plan and The Keys Only)

Create 3 full cycles of an emotional walk, featuring a human character (with two hands and two feet) in a particular emotional state (angry, happy, sad, etc.). **Your character must ACT his/her emotions in his/her walk.** At the end of your walk, have your character stop, interact with a vending machine, and have a clever resolve. Make sure to incorporate elements of secondary action, overlapping action and follow-through.

1. First create your walk cycle plan.
2. Develop your keyframes (major keys, breakdown and passing positions)
3. Capture your keyframes into MonkeyJam and check the timing.
4. Once you are satisfied with your keys, add your in-betweens.
5. Capture your final walk cycle in MonkeyJam and save as **Lastname_keys.avi** or **Lastname_keys.mov**
6. Add a title to the beginning of your walk cycle.
7. Include the following in your title:

PROJECT TITLE
NAME
DATE
KEYFRAME TEST
Sadasivam

BOTH Plan and Captured Basic Keyframes for Emotional Walk Cycle Due Next Week.

Grading Rubric on next page. Point Value: 40 points.

Walk Cycle 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.
Technical Specs (20 points)	Titles are clear and are held for 5 seconds before animation plays. Keyframes fully captured, including resolve. Filename matches specs on creative brief.	Titles are clear and are held for 5 seconds before animation plays. Keyframes fully captured. Filename has minor naming issues.	Titles are held for too long (greater than 5 seconds) and/or Keyframes drawn, but not captured. 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. Keyframes not drawn.	

