

CA 3600 Graphic Programming
Instructor: Krishna Sadasivam

Alarm Clock Animation Project:

Using what you've learned in basic keyframe animation techniques using Maya, create a **compelling, dramatic** 20 second animation (320 x 240 resolution) that really shows off the alarm clock model you've created. Use multiple camera cuts. Make sure that the camera treatment is easy to follow and that each of your camera locations are staged to really show off your clock's movement.

REQUIREMENTS:

- Use expressions to animate **at least** three interlocking gears.
- Animate the camera moving through your scene.
- Animate the lights or other properties within or surrounding your clock to set the mood for your scene.

Save your mb file as **Lastname_anim.mb** and your rendered movie as **Lastname_anim.avi** (or **Lastname_anim.mov**). Put your work into your **Firstname_Lastname** folder in the **Class_5_Due** folder in my drop-off box.

Due at the beginning of Week 5. **NO LATE or INCOMPLETE WORK ACCEPTED.**

Total Possible Points: 100

Grading Rubric on the next page.

Each section below is worth 20 points total.	Excellent (4)	Very Good (3)	Good (2)	Average (1)	Poor (0)
CAMERA TREATMENT (20 points)	Compelling camera angles and camera cuts that show the clock in dynamic action.	Camera angles show the clock, but angles could be more dynamic.	Camera angles are clear, but awkward camera cuts break the flow of the animation.	Animation is jerky in clock's movement and the camera angles.	Only one camera angle chosen.
SHADING and LIGHTING (20 points)	The shader brings the model to life. Lighting elevates the model and it creates a compelling mood.	The shader enhances the model. Lighting enhances the model and mood.	The shader is used appropriately. Lighting works for the model and mood.	The shader does not distract from the model much. Lighting has issues but it does not distract from the model or scene entirely.	The shader does not work for the model. Lighting does not work for the model or scene.
TECHNICAL SPECS (20 points)	Rendered movie is named as specified in handout and at the proper resolution.	Minor misspelling of filename but at proper resolution.	Render is at incorrect resolution OR filename convention not adhered to.	Render is at incorrect resolution AND filename convention not adhered to.	Final animation is not rendered or only available as a playblast.
GEAR AND HAND MOVEMENT (20 points)	Animated gears mesh cleanly, hands animated in a realistic fashion.	Animated gears mesh cleanly but hands move too fast.	Slight issues with gears not meshing correctly, but hands are animated.	Gears not animated using expressions. Hands not animated.	Neither gears nor hands are animated.
STAGING (20 points)	Shot compositions are clear and creative, and enhance the mood of the scene.	Most shot compositions are clear and support the mood of the scene.	Shot compositions are fairly clear and suit the mood of the scene.	Shot compositions are clear enough to see what's happening in the scene.	Shot compositions are not always clear and it gets hard to see what's happening in the scene.

Total Possible Points: 100