**CSE458 Introduction to Animation Final Assignment Part 2**

**Instructions and Due Dates:**

Great job on your story feedback! We reviewed everyone’s ideas and used feedback that supported our story structure and armature. Thank you for your thoughtful suggestions!

For Thursday December 4, you will be working in teams to create the Sets and Props, and Shot List (with camera placement notes) you will need in order to start working on your first iteration of the 3D animatic.

For Monday, December 8, you will create a full 3D animatic (includes all shots in the shot list) for review during your final class meeting. Starting December 4, all students in the class will work on the animatic in order to get something that translates well from 2D to 3D and looks simple and clear.

Esmeralda will be creating an updated version of the storyreel based on the updated beatsheet created on the 2nd and we will turn this over to you on Thursday December 4th in class.

You will be expected to collect ALL feedback on the 8 in class, and make ALL changes requested for your final turn in on December 12th. After that you get a big break!!! Please note that December 8 is not the second review (as listed incorrectly on your course web) but the first review.

Here’s the revised Story Beatsheet based on today’s feedback session.

I’ve included the Armature and 7 steps for your convenience.

When illustrating your story, please be sure to build up the piles of work over time so that by the end of the story our main character (Fish Guy) is almost completely surrounded by piles of assigned work - to the point where he looks like he’s completely dwarfed by it. This supports our armature as he can no longer fit into his office space.

Please look for your name below, make a note of what you have been assigned and complete your assigned work for December 4. Remember to turn your work in using Catalyst before class. You will also leave a copy of all work on the server. See the notes below for locations to store your work.

Here’s the location of the Maya file that contains all of the initial Block Models to use for relative scale and proportion only:

\\ntdfs\cs\unix\projects\instr\capstone2\preproduction\animatic\family\_tree

On Thursday December 4th you will receive a block model for a puppy to add to that file – your block model family tree!

Also -- please remember to work in the lab and not at home. This messes up the pipeline for the students that work in the lab and I’m sure that you don’t want to do that!

**MODEL CREATION GROUP**

We are not expecting perfect models. These are stand in models that will be replaced later. Just get the proportions as close as you can and make the objects recognizable. In some cases they will need to be rigged. We will review your models in class on Thursday so be sure to be ready!

**Note:**

 - Please use Maya unit = 1cm for all models.

Where you should store your work:

 - \\ntdfs\cs\unix\projects\instr\capstone2\preproduction\animatic\assets\

 - put your models in the three asset folders

 -  LOOK AT THE README files to figure out how to organize the props

**Model Assignments**

**\* Jenna - Office Chair**

**\* Kristine - Desk**

**\* Mi - Many Paper piles**

**\* Sindre - Typewriter**

**\* Lac - Filing Cabinets (wooden & metal, see story reel for reference)**

**\* Vivyan - Waste Basket**

**\* Bing - Fishbowl**

**\* Elizabeth - Cork Board & Ruler**

**\* Francis - Cabinet (for the fish bowl)**

**\* Eric - Styrofoam cup & Luxo Lamp**

**\* Lucia - Bendable piece of paper (use bend deformer)**

**\* Sarah - Picture Frame (for desk) & Bowtie**

**\* Alexa - Coffee Cup & Eye-Glasses**

**\* Vincent - Oars (for the boat)**

**\* Cherry - Pencil Sharpner**

**\* Marisa – Fish**

**\* Riley - Paperclip (should be rigged so that it can pull the door closed)**

**LAYOUT GROUP – OFFICE**

**Group Members:**

**\* Stanley, Ying, Andrew**

Where you should store your work:

 \\ntdfs\cs\unix\projects\instr\capstone2\preproduction\animatic\assets\set

PLEASE LOOK AT THE README files to figure out how to organize the set

**\*\*\*We need a drawing of a Floor Plan/Bird's eye view of the office space to scale. You will need to get the models from the Model Creation group before class on Thursday and place them in your set so that we can review them.**

Make a Room that includes:

 - Windows

 - Door

 - Ceilings

 - Floor

 - Doorway

**LAYOUT GROUP - OUTDOORS**

**Group Members:**

**\* Brianna**

Where you should store your work:

 - \\ntdfs\cs\unix\projects\instr\capstone2\preproduction\animatic\assets\set

 - PLEASE LOOK AT THE README files to figure out how to organize the set

We need a drawing of a Floor Plan/Bird's eye view of the outdoor scene

We want a layout for the outdoor scene so you will need to get the rowboat and fishing pole from Robert (that we use in the 459 class) and the puppy from Jamie Austad. You will need a water surface. Use something very simple. You will also need to get the fish from the Model Creation group.

 - You will create or find a matte painting to use for the background. It can include simple shapes for mountains and a horizon line.

**SHOT LIST CREATION GROUP – (Includes Goal Statements and Camera Descriptions)**

**Group Members:**

**\* Ian**

We want a complete shot list with the following:

* Shot numbers
* Shot descriptions
* Suggested camera location for each shot
* A rough estimate for timing of each shot
* Feel free to decide to divide story beats into multiple shots if needed
* A list of each shot’s goal/purpose in the story

That’s It everyone! Please write Barbara with any questions or concerns.

And Good Luck!