CSE459 **Pre-Production for Collaborative Animation**

Assignment #4

You have been assigned to a production group and will be working directly with one of the TA’s who will provide vision for the production goals you will need to meet this week. Each group will have a different goal and each student may be assigned a slightly different task or set of tasks. All work will be due in on Monday February 1rst at midnight. Your TA will meet with you at least twice and possibly at times outside of official class time if needed. You may need to be proactive in order to get the feedback you need so please send your work to the staff alias for review or directly to your TA or both. Your work may need to be iterated several times before it is due. We will need all work done before pursuing the 3D animatic starting on February 2nd. Good luck and have fun!

Student Production Groups

**GROUP 1** Modeling

Group Members:

**Sean, Nathan, Sheri, Eddy**

TA Support: **Jason Jones**

**GROUP 2** EFX and Compositing

Group Members**:**

**Michael, Matthew, Jan, Larry, David**

TA Support: **Robert Gay**

**GROUP 3** Rigging

Group Members:

**Stephen, Kimberly, Brice**

TA Support: **Nicholas Garrett**

**GROUP 4** Lighting/Shading

Group Members

**Devin, Mark -- Jessica, Sarah Hannah**

TA Support: **Brian Britigan**

**Your Mission and Tasks**

As you know, this week we have formed four separate NEBBISH pre-production groups and each group will have a different project and mission.

**Modeling** (Group 1)

Jason Jones will be working with you to create grey models from the box model and concept art provided to you. By the end of the week, you will turn in fully modeled versions of our characters for the staff for review. We’ll be using these models for our signature shots and for the 3D animatic so they will need to be as complete and accurate as possible before moving down the pipeline.

**Advanced EFX and Compositing** (Group 2)

Robert Gay will be working with you on the creation of the water effects that we will use as a template for both technique and style for the Nebbish film. You will all be working on a “splash” tutorial.

**Rigging** (Group 3)

Nicholas Garrett will provide for you an approved box model and concept art and you will be rigging our Nebbish characters with his supervision. These rigs will be rigorously tested by animators, as is done in the animation industry, before they are used in the film production.

**Shading/Lighting** – (Group 4)

Brian Britigan will be working with you while you unwrap the Nebbish Model and then paint the surface to meet the needs of the overall film palette and style. You will need to iterate with him several times before the surface shading and texture are greenlit. You will also need greenlit concept art and reference to work from.

Devin and Mark: you will be asked to match the lighting on one of the images from Ned Frisk and act as a liaison between the lighting and shading and efx groups. Both Rob and Brian will be working with you.

Today in Class:

Group 1 Jason: **modeling demo** + **model review** in 325

Group 2 Rob: **nParticles** and **AfterEffects** intro pres in 332

Group 3 Nick: **rigging components** pres and **scripting** intro 332

Group 4 Brian: **reference** pres and **assignment clarification** in 325

Notes for Group 1:

By the end of next week we will need the following gray models to be built using the box models and concept art as reference.

Seagull (that when rigged will stretch into an elegant bird)

Dolphin

Seahorse (Fantasy and Regular)

Fish (Fantasy and Cute)

Notes for Group 2:

By then end of the week we need to see viable options for stylized water for our Nebbish film. You’ll be creating a convincing splash that is both abstract and believable that we can use in the Nebbish film. You will start working on realistic water and end up with an abstract look and feel.

Notes for Group 3:

By the end of the week we need you to use the box models as reference and to apply FK/IK switching techniques and how to rig stretchy spines. We need you to rig half a bird wing and a rigged mime. You’ll be working with birds and fish.

Notes for Group 4:

You’ll be defining the visual look and feel for both surface shading color/texture and the lighting approach to the film. Devin and Mark may do double duty. They will meet with Rob on Thursday of this week for review/pointers on the efx related to their lighting assignment.