

## ANIMATION INTERACTIVE ASSIGNMENT LIST

### File Structure for CA

- Create a separate Folder for each Assignment
  - Save the CA Project AND the Photoshop/Illustrator Puppet file in this, same folder
- To turn in Assignment for Grading
  - Zip the Assignment Folder
  - Up Load in Brightspace submission folder along with the rendered video file

### Puppets

- You can either use Photoshop or Illustrator for Creating you Character Puppets.
- You can Draw the Characters using pencil and paper or digitally
- If you are a 3D student, you can use a rendered 3D model.
  - Render out individual frames of a Character Rotation as JPG
  - Manipulate the JPGs in Photoshop to fit the CA Puppet group/layer structure.
- Use Photos
  - Manipulate the Photos in Photoshop to fit the CA Puppet group/layer structure.
  - Research 'Angela Anaconda' or 'Jib Jab' for examples

### Week 1: Due Week 2: 10% of Course Grade

#### Assignment:

- Based on the Hand Out and the 'Chloe' Puppet inherent in CA, Design and create a Puppet in either Photoshop or Illustrator following the Group/Layer Naming and Structure.
- The Puppet should be ready for Rigging next week.

#### Brightspace:

- Upload the PSD or AI File for grading.

### Week 2: Due Week 3: 10% of Course Grade

#### Second Assignment:

- Animation MUST be 10+ seconds
- Taking the Character from the previous assignment, rig the character using:
  - Tags/Behaviors
    - Pins
    - Sticks
    - Dragers
    - Dangle
    - Lip Sync
- Animate the Rigged Character in CA to an Audio with Dialogue
- Using Adobe Media Encoder, render the animation
  - Video Size:
    - HD 1920 X 1080
    - 600 X 360 for grading
- Brightspace:
  - Zip the Assignment folder, including the Puppet file and CA Project
  - Rendered 600 X 360 QT movie file

### Week 3: Due Week 5: 20% of Course Grade

#### Mid Term Assignment:

- Using the Puppet from the First and Second Assignment, Create a 15 Second Animation.

- Choose and Create two additional Head Turns (total of three), including Mouth shapes, Eyes, Eyebrows, etc.:
  - Left Profile
  - Left Quarter
  - Frontal
  - Right Quarter
  - Right Profile
  - Downward
  - Upward
- Rig your Puppet to have the following Tags/Behaviors:
  - Pins
  - Sticks
  - Draggers
  - Dangle
  - Lip Sync
  - Head Turn
  - Trigger: Create a Trigger for each of the following:
    - A Swap Set
    - To Activate a Cycle
- Animate the Rigged Character in CA to an Audio with Dialogue
- Using Adobe Media Encoder, render the animation
  - Video Size:
    - HD 1920 X 1080
    - 600 X 360 for grading
- Brightspace:
  - Zip the Assignment folder, including the Puppet file and CA Project
  - Rendered 600 X 360 QT movie file

Week 5: Due Week 7: 20% of Course Grade

Fourth Assignment:

- Create a Character that Walks Across Frame. Stops, then turns and Walks back
- Must have Lip Sync
- Minimum 15 Seconds
- Create a New Character Design for a Walk Cycle:
  - Body
    - Frontal
    - Left and Right Profile (You only have to make one, the other is flipped)
  - Head
    - All 5 Views (you only have to do three views, the Left/Right Quarter and Profile can be flipped)
- Rig your Puppet to have the following Behaviors:
  - Pins
  - Sticks
  - Draggers
  - Dangle
  - Lip Sync
  - Head Turn
  - Trigger: Pick One

- A Swap Set
  - To Activate a Cycle
- Walk
- Animate the Rigged Character in CA to an Audio with Dialogue
- Using Adobe Media Encoder, render the animation
  - Video Size:
    - HD 1920 X 1080
    - 600 X 360 for grading
- Brightspace:
  - Zip the Assignment folder, including the Puppet file and CA Project
  - Rendered 600 X 360 QT movie file

Week 7: Due Week 11: 40% of Course Grade

Final Assignment: Due Week 11

- Create an Animation, MUST contain the following:
  - At least 1 Minute (60 seconds) in length
  - Two Character Puppets interacting
  - Lip Sync
  - Fully Rigged in CA
  - Multiple scenes with different camera scale/angles
- Rig your Puppet to have the following Tags/Behaviors:
  - Pins
  - Sticks
  - Dragers
  - Dangle
  - Lip Sync
  - Head Turn
  - Trigger: Create a Trigger for each of the following:
    - A Swap Set
    - To Activate a Cycle
  - Choose one of the Following:
    - Particles and Physics
    - Nutcracker Jaw
- Animate the Rigged Characters in CA to an Audio with Dialogue
- Scenes are to be Imported into AE and compiled
- A Short Tile Sequence animated in AE (Not included in 1-minute animation requirement)
- Using Adobe Media Encoder, render the Final Comp from AE
  - Video Size:
    - HD 1920 X 1080
    - 600 X 360 for grading
- Brightspace:
  - Rendered 600 X 360 QT movie file