

Digital Ink and Paint Assignments

First Assignment (Two Parts):

First Part:

Using pencil and paper, draw a character in 3-point rotation (profile, $\frac{3}{4}$, frontal) and another drawing, a background, that the character will reside. Scan in both, save as a 72 ppi jpg, RGB mode, 1290 X 720 (two total, one of character rotation, one of the background).

- Character is in a proper 3pt rotation and on model.
- Background is in the correct aspect ratio and is in proper perspective and scale to character.
- Scans are of proper resolution and clean of grey areas.

Second Part:

Using Flash and all the methods learned in class, create artwork (1280 x 720) with the theme: "What I did on Break".

Flash movie file show proper use of:

- Shapes
- Drawing objects
- Primitives
- Groups
- The use and renaming of multiple layers

Due Week 2

Second Assignment:

Using methods learned in class so far, import your character and background jpgs in two separate files. Trace each jpg, segmenting the character and background on different layers, then converting each segment into symbols. Adjust the registration point on each symbol to reflect the rotation/pivot point.

- Objects are on separate layers
- Objects have been converted into symbols
- Symbols have proper registration points in pivot areas
- Over all interesting esthetic value, use of line quality and color

Due Week 3

Third Assignment:

Using your traced Character and Background from the Second Assignment, animate using the following:

- Character is animated with background elements
- Classic Tweening
 - Use of ease in/out
 - Simple Movement
 - Rotation (wheel)
 - Rotation (pendulum)
 - Orbit (behind and in front)
 - All four instance color options
 - Classic Motion guide
 - Scale
 - Bouncing ball
- Frame by frame animation (2)
 - Distribute to Keyframes
 - Traditional Hand drawn

Due Week 4

Fourth Assignment

Using your traced Character and Background from the Second Assignment, animate using the following:

- Character is animated with background elements
- Motion Tweening
 - Use of ease in/out
 - Use of custom motion guide (pasted motion guide)
 - Use of Split motion
 - Orbit (behind and in front)
- Use of Shape Tween
- Use of Shape tween with hints
- Bouncing ball

Due Week 5

Fifth Assignment

Walk Cycle:

- Character walk cycle is animated in a symbol time line using Bones
- Additional animated symbol using shape tweening
- Additional animated symbol using classic tweening
- Additional animated symbol using motion tweening
- Panning background shows proper use of 3D transformation options

Due Week 7

Sixth Assignment

Lip Sync:

- Use a 10/11 Second Sound Clip
- Character head and mouth are in an animated symbol timeline
- Mouth shows use of either nested or swap method
- Proper use of streaming sound
- Character shows emotion/expression/gestures
- Character is in a waist shot
- Background elements help the animation

Due Week 9

Final Assignment:

- Animation is not less than 15 seconds
- Use of Masking
- Use of animated filters
- Use of Sound
- Proper Character lip sync
- Use of Classic tweening
- Use of Motion Tweening
- Use of Shape Tweening
- Use of Bones
- Use of Frame by frame animation
- Use of at least 4 scenes
- Use of animated symbols

- Use of 3D translation options
- Use of 3D rotation
- Overall esthetic value
- Overall interest
- Overall Character acting

Due Week 11

Performance Test

Week 10

The Test is a list of tasks you must execute in Animate during class time.

You will be given 2 hours to complete the test (average completion is 45 minutes).