PORTFOLIO FOUNDATION ASSIGNMENT LIST

Animation:
- All types:
  - Aspect Ratio: 1920 X 1080 (reduced/compressed to 600 X 360 for grading)
  - Title/Work Safe
  - Video Color Safe Palette
  - Character Animation
    - Must have at least one Action Sequence
    - Lip Sync
    - Emotion change
    - Solid Character Acting
  - Variety of Shots and Camera Angles
  - Sound is clear and Volume is consistent
- 2D Animation
  - Traditional
    - Color (optional)
    - Black and white (solid areas filled)
  - Puppet
    - Character Game Sprite Animation and Sheets
- 3D
  - Clay Render
  - All Textures Original and created by student
  - Environment
  - Use Reference
  - Camera fly throughs have purpose
    - Showcase props
    - Slow in/out when rotating or starting or stopping
  - Have something animated (wind, clock, curtains)

Flatwork:
- Copyright and Logo Bug
- Working Size: Actual Size, 300 ppi
- Print Size: (Output Paper Size) 150 – 300 ppi
- Web: Not more than 800 pixels width and 600 pixels height, 72 ppi
- Scans
  - Goal is to have Scans look exactly like original drawing
    - Flat lighting
    - Free of dust and debris
    - Flat white background
    - Sharp focus
    - Good Contrast
  - If Drawing will not fit on Scanner
    - Drawing must be flat and camera in direct 90-degree angle
    - Hang on Wall
    - Lay flat on floor
    - Lighting must be even, no direct light source
      - Use two lights of equal wattage

- - Arrange on either side so that light is distributed evenly over surface
    - Use white boards to reflect light back onto drawing
  - On a Sunny day, photograph drawing in Shade
  - Adjusting Scans in Photoshop
    - Add a Levels Adjustment Layer
    - Using Sliders, find the best balance of line against paper
    - Use Dodge/Burn Tools to either lighten or darken lines
- Figure Drawings
  - ALWAYS from Life, No Photographs
  - Variety of Gesture, 5, 10, 20-minute drawings
  - Full body showcasing anatomy
  - Expressive Hands
  - Feet in Perspective
  - DO NOT include:
    - Drawings that are missing hands or feet or crucial parts of the anatomy
    - Drawings that are cut off at the edge
- Animal Drawings
  - ALWAYS from Life, No Photographs
  - Reference animal anatomy sources
  - Suggestion: gesture drawings, then a complete drawing based on gesture (counts as one drawing)
  - Pets are fine, but include action along with sedentary
- Storyboards
  - Backgrounds and Characters in detail
  - Use arrows sparingly and draw in 3D
  - All Panels have correct and complete labeling, including panel numbering
  - Should illustrate an action sequence
  - Should illustrate a camera move
  - Variety of camera angles and shots
- Character Sheets
  - Rotations
    - 5 pt. Rotations (Full Frontal, Front ¾, Profile, Back ¾, Full Back)
    - Show Head Height
    - Feet/Body in proper perspective
    - Minimum Guide Lines, unobtrusive
  - Action Poses
    - Clear and defined Line of Action
    - Dynamic Poses
  - Expression Sheets
    - Heads are in different angles
    - Heads in Extreme Expressions with Squash and Stretch
  - Concept
    - Variety of Styles
    - Target Age market
    - Variety of characters (Senior, Baby, Monsters, Anthropomorphic)
- Backgrounds
  - Background Layouts
  - Complete Rendered Backgrounds

- o   Proper Aspect Ratio
- o   Background used for Tilt or Pan

Logo/Logo Animation
- o   Clear, Simple Design
- o   Make use of Negative Space
- o   Simple Color Palette
- o   Use Readable, but Expressive Fonts
- o   Personalize/Personality
- o   Use CMYK Color in Business Card/Letter Head

Company Research
- o   Choose a company either through personal preference or Google search
- o   Research what companies want to see in your portfolio in chosen area of concentration
- o   Utilize online job postings
  - o   https://www.animatedjobs.com/
  - o   http://jobs.awn.com/
  - o   https://www.careerbuilder.com/jobs-animation
- o   Write a Brief Essay of the company that includes:
  - o   History of Company
  - o   CEO and other Controlling Officers along with their history/biography
  - o   Type of business and current clients
  - o   Contact Person
  - o   Why you have an interest in working there

Animation Reel Animatic
- o   Finished animated logo intro
- o   Finished end slate
  - o   Contact information
  - o   Software used in Reel
- o   The Reel can be a copulation of
  - o   Current Animation (Even if corrections need to be made)
  - o   New Animation (Animation created this quarter)
  - o   Animatics of future animation (Idea or Plan of a not started animation)
  - o   Place holders for animation (Text indicating an animation not yet visualized)
- o   Music
  - o   Something classic (do not use popular music as it may become dated)
  - o   Do not use something loud or distracting
- o   Research other Portfolio/Graduation Reels to see what others are including

Resume/Cover Letter
- o   Look at examples of resumes from other animators or in your area of concentration
  - o   https://www.livecareer.com/resumes/samples/animator/2d-animator
  - o   https://www.livecareer.com/resumes/samples/animator
  - o   https://www.blueskyresumes.com/free-resume-samples/animator-artist-resume-sample/view/
  - o   http://www.jobhero.com/resume-samples/animator#
  - o   https://www.visualcv.com/resume-samples/animation-cv-examples

- Keep your Resume to one page
- Only include jobs/experience relative to animation
    - Management experience (leadership)
    - Organizational/Trouble shooting skills
    - Working in Teams
- Cover Letters should be written specifically for each job application
- Create a 'standard' cover letter that includes:
    - Contact Person's name
    - Which Relevant skills you possess for applied job
    - What you expect to contribute to the company
    - Your willingness to learn and take criticism
    - Your willingness to work in a team environment and be a team player
- Use your Letterhead for both Resume and Cover Letter