Overview: In this project you will work on animation in Maya. Your job is basically to “animate something”. Your animation is left completely up to your imagination, but the following rules apply:

- Your animation will be optimally about 12-15 seconds, but you may make it up to 20 seconds long (not longer). So if you want to play your sequence of images at 24 frames per second, you will end up having to render around 300 or 350 frames, with a limit 480 frames max.
- Use of dynamics is not allowed; nor is the use of MASH. We will leave all that for the final project. Therefore, if you want to simulate a physical phenomenon, you must hand-animate it, using the many methods that you will have already learned (keys, graphs, deformers, expressions, etc).
- A small exception to the above is that you may use some particles or nparticles in this project, but it may not be the major animation component of your scene.
- Texturing and lighting are not the main focus for this project, animation is. However, you have acquired enough experience by now to include good texturing and lighting in this project. But you’re being graded for the most part on animation, so concentrate on that.
- Your models need be only as complex as your scene requires. If you are doing organic animation, your model must contain enough detail so as to properly demonstrate bulging and deformations. If you are doing rigid (robotic) animation, low-resolution geometry can probably get the job done. Again, feel free to build a complex model if you wish, just don’t let it interfere with the quality of your animation. Recall that you’re being judged mostly on the animation. And no need to make it too complicated, especially given that you may not use dynamics. You will have an opportunity to expand and to show your skills in the final project.
- Rendering frames is only necessary at the final stage of production. Make use of Maya’s timeline-scrubbing functionality at first, then use playblasts to help you gauge final timing. Do not render out tons of iterations of your animation, as your render times and disk space will suffer massively.
- In this project, you may use third-party textures, models, images, etc. But make sure you reference everything that you use by placing a readme text file as part of your submitted files. Note: any third-party model that you use may not be pre-rigged.

As always, be creative. The guidelines for this project are intentionally non-rigid so as to allow you to explore possibilities on your own. Have fun!

Deliverables:
The render resolution for this project needs to be 320x240.
Submit your final scene, named project2.mb, and your frames as .jpg images.
You will also need to generate and submit your animation video created from your images.

More precise details on the submission guidelines will soon be given in a separate handout.

Due Date:
Friday 3/8/19 10 PM