Project 3 and 4 -

Project 3 – Walk cycle and sequence – Due March 4

Walk cycle –
Use the blue guy character to create a walk cycle. In this case the character stays in place, as if the world is moving around him.
A good starting length for a standard gate is 40 frames (at 30fps), unless you want the character to be walking sluggishly or jogging. Create a playblast movie and have the scene file saved to the class workspace for review.

Walk sequence -
Use the blue guy character to create a sequence in which he walks from one position to another, moving through the scene. Use anticipation to begin his walk from standing still, and then coming to a standstill again at the end. He should take at least five steps. Create a playblast movie and have the scene file saved to the class workspace for review.

Project 4 – Productive Person Perambulating – Due March 25

Use the blue guy character. He must move around in the scene and interact with at least one object. The object must present some objective for him, such as a heavy load to pick up, stacking, problem-solving, carrying, etc.. Tell a simple story using the interaction between the character and the object(s). Use inverse kinematics, and in some cases weighted constraints, to create solutions for the interaction.

The object(s) should be simple or minimal in form. This project is not about modeling. Use primitives like spheres, cubes, cylinders, etc. Keep the shapes simple and without textures.

The character and object(s) are to be animated on a floor plane and no other environment. A lighting configuration will be provided for rendering the scene as if the character is in a boundless white environment.

The focus is on the character and the objects he is interacting with. Compose the entire sequence with the camera in one position, framed as if the scene is a performance taking place on a stage. Do not animate or move the camera during the sequence.

Put all of your attention into the timing, pacing, gesture, and expressivity of the character as he interacts with the object(s). The character should exhibit emotional changes over the course of the scene (happy, sad, excited, frustrated, surprised, etc.) This should be achieved through the performance of his entire body and not only facial expressions.

The character should walk several paces at least once in the scene, whether entering, exiting, or some movement during the sequence. He should also turn while walking or changing position. An important challenge is animating the character’s transitions from one facing position to another. Foot placement and grounding is important.

The sequence should run between 30 seconds and one minute. Use mental ray rendering with the environment and settings shown in class.

Timing, expressivity, and interaction are the critical factors for this project. It will take a lot of time and probably a lot of iterations to get the movement to look good. Create the best character animation you possibly can.