

CAD 1205

Animation Final Project

At completion of the semester in lieu of a final exam students submit an animation project that they create themselves by applying the techniques and tools they mastered over the course of the semester. This project is worth a maximum of 102 points, or 25% of the final grade for the semester.

The project must include the following components:

- Be at least 300 frames
- Contain at least three distinctly different complex objects
- Utilize at least three different forms of animation
- Utilize a diverse pallet of materials, (preferably created by the student).
- Use at least one realistic lighting object, preferably utilizing advanced settings.
- Effectively use cameras, created by the student to focus the viewers attention and create an appropriate atmosphere
- Describe the process by which all components of the project were created.
- Students may pick their choice of subject matter and scenes, but must keep in mind that this project will be viewed by their all of their classmates.

- Students must be respectful to all members of the class and the classroom environment, (Projects that contain profanity and inappropriate subject matter will be assigned a 0).

Rationale for the Assignment:

This assignment requires the student to demonstrate competency with the tools available in 3 D Studio Max. Students must be able to demonstrate that they can apply the techniques we have discussed and used in our weekly lab activities. By allowing the student to pick their choice of a story, subjects, and themes, I have found that they enjoy their work, and work more diligently on this activity than any of the other assignments.

Assessment Rubric

Category	Excellent(20 Points)	Good (17 Points)	Fair (15 Points)	Poor (12 Points)
Original Objects	Advanced Lofting and/ or Editable Polys that utilize at least three advanced editable poly functions, such as slice, connect, bevel, extrude, connect, paint deformation, and HSDS modifiers	Modified primitive shapes, Boolean operations may be utilized, some modifiers have been applied. Shapes may be linked to each other.	A minimal amount of work went into creating the objects. At least one modifier has been applied to each object	Primitive unmodified, unlinked objects or unoriginal object
Use of Materials	A diverse collection of original materials were created with procedural maps, composite maps and advanced shading functions.	One or two original material were used. The advanced material shading an tiling functions were used.	No original materials were used. Some shading parameters were adjusted	Little or no variety in materials. Shading parameters were not adjusted.
Animation	At least three different types of animation were used. (key frame, path constraints, particle systems, etc...)	Three types of animation were used, but not necessarily different types.	All animation revolves around the movement of one or two objects.	Little or no movement in the project

Lighting	Several types of lighting were applied. to effectively create a realistic scene. Shadow settings were optimized	Standard Lighting was used to create a realistic scene	Some lighting was applied, but not effectively	No lighting other than the default 3d s max lighting was applied
Presentation	Excellent storyboard detailing all aspects of the story. Presenter can describe the methods by which all objects , materials and the animation were created. Proper credit is given to the sources of unoriginal objects. Original files used to develop animation are submitted.	Good storyboard detailing overall story. Presenter can describe the basics of the methods used to create objects, materials and animation. All of the 3ds max files used to create project are submitted.	Storyboard is submitted and an overview of the creation process is described. Most of the files used to create the animation are submitted.	Storyboard is incomplete or of poor quality. Presenter does not describe creation process and fails to submit the majority of the 3ds max files used to create the project.