

## **CSCI 182 : 10 : Computer Animation Design II : Spring 2007**

Credits: 3.0 CRN: 23138

The George Washington University

Department of Computer Science

Room: 4- Floor Computer Lab, Room 402, Tompkins Hall

Class Hours: Thursday 3:40 – 6:10 PM

### **Mid-Term Project:**

Due: Thursday, March 8

From the original assignment: "In addition to working as a group, you are also responsible for creating elements as an **individual**. This will include:

- a character proposal for CPR Teddy, rigged and with motion capture data attached"

For the Mid-Term, I would like to see a completed model of your character design, rigged with an IK skeleton and with correctly painted weights so that it deforms naturally. You should create a rough animation or render a Playblast that shows your character's range of movement.

As you recall, this character will be animated at the end of the movie while the credits are rolling. For the mid-term you should have a proposal for what kind of movement/animation you want to do. I would suggest something simple, like a mocap dance movement that shows your skills at creating a model and applying your own motion capture data to that model.

Again, you should not create that animation at this time, just write down what you plan on animating. Also, since this is a simple animation, you will not need to create a storyboard for it either.

### **Due March 8:**

Please provide a CD or DVD with the following:

1. Completed model, rigged with IK as a Maya Project file
2. Rendered Playblast or rough animation demonstrating character's range of movement

Please print out on 8 ½" X 11" paper:

1. A brief printed description of your proposed animation using Motion capture