
Project 4: Animation

This project will challenge you to incorporate and adapt the vector graphics assets you have been generating this semester in a short animation. Your work has been to create a character, an environment, and a title screen interface for a hypothetical game. In order to demonstrate how these pieces fit together they will be animated and a new software application will be introduced. A portion of the animation will simulate gameplay. You will be required to reformat, adapt, and modify some of your earlier work. The total duration of the project will be fairly short. It will allow you to explore sequence, timing, pace, and how transformations to properties like position, scale, and opacity can be manipulated over time with keyframes. Your game concept should conform to a side/vertical scroll “tapping style” or infinite runner style mobile game.

Project Requirements

- Incorporate Character, Environment, and Interface elements in some way
- Animation assets modified from project work in Illustrator
- Use of layer properties like Position, Scale, and Opacity in animation
- Use of Layers for Foreground, Middle Ground, Background
 - Explore motion in background, parallax effect
- 15-25 Seconds Total Duration:
 - 5-10 seconds Title Screen
 - Transition
 - 10-15 seconds Game Play/Action
- Well developed demonstration of game concept
- One MOV or MP4 file: “*lastname_project4_title.mov*”
- Submit online or by hand in class

Criteria for Evaluation

- 10 points – Requirements
 - 5 points - Meets Requirements
 - 5 points – Complete, Well-Developed Project
- 15 points – Technical Execution
 - 10 points – Quality of transformations and keyframing
 - 5 points – Motion in Background Layers
- 15 points – Aesthetic and Presentation
 - 10 points – Visual Quality and Aesthetic of design elements
 - 5 points – Quality of animated motion
- 10 points – Solution
 - 5 points – Creativity
 - 5 points – Inventiveness and Expression

Dates and Deadlines

- June 14
 - Project Introduction, Work Demonstration, Work Session, Individual Critique
- June 16
 - Demonstration, Work Session and Individual Critique
 - **Project 4 Due, Critique Discussion and Semester Wrap-Up**