Animation Concepts Homework: Week #9

Animate a 10 second scene

AIMS:
To create two distinct personalities within two inanimate objects that have the same physical appearance. Create audience empathy and demonstrate changes in status through the varying actions of two characters.

OBJECTIVE:
Once you have completed this exercise you should be able to animate characters with distinctive personalities that are independent of physical appearances.

1) For this animation exercise the characters should mimic each other physically. They shouldn't have appendages or discernible facial features.

2) The scene can happen one of two ways:

   A) Two creatures come in from off off screen. They notice a ball sitting in the middle of the shot. They react accordingly.
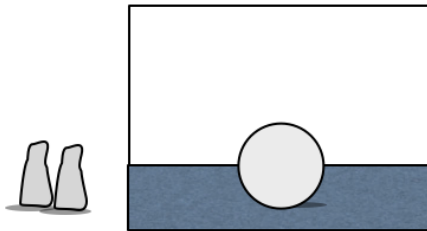
   B) Two creatures are on screen. A ball rolls into the shot. They react accordingly.
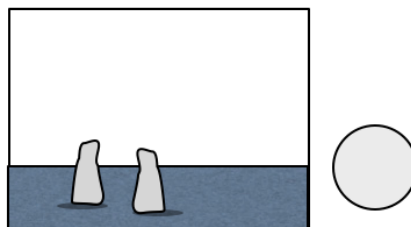
3) ***Before you begin to animate*** analyze your characters (both overall and in this specific scene). Use the handout in class as a guide. You can also download a pdf of the handout on the blog.

Make sure you have a clear understanding regarding the characters' backgrounds, motivations, and objectives **before you begin animating**.

4) Map out the actions via storyboard.

5) You should undertake to animate this sequence demonstrating both physical and emotional interaction between the two creatures and the object.

6) The final outcome of the sequence is left to the discretion of the animator.

7) The animation sequence should not be dependent upon dialogue or soundtrack.

ADJECTIVE PAIRS
You must pick from the trait list below. You are NOT allowed to mix the pairs. If you pick passive as a trait for one creature the other creature must be aggressive.
- passive & aggressive
- careful & careless
- concerned & excited
- selfish & kind
- sickly & bouncy
- jittery & poised
- gullible & greedy
- ignorant & boastful
- nutty & sophisticated
- adventurous & timid
- superficial & mysterious
- fearful & fearless
- eager & cautious
- determined & lazy

DELIVERABLES:
-Post and to the class blog (and tag):
- Your animation
- storyboard
- each creature's characteristics and backstory
- Reflection on your animation (as usual)
-Bring a quicktime of your animation and upload it to the class computer prior to class