

3D ANIMATION UNIT: PROJECT EXPECTATIONS

The levels are guidelines to help you determine what you need to submit. Be aware that your instructor will consider individual skills development when calculating your final grade. This includes your ability to problem solve and use the software effectively during class.

LEVEL ATTAINED	REQUIREMENTS
LEVEL 1 (50-59%)	<ul style="list-style-type: none"> • completion of at least 3 basic tutorials (ex. wine glass, chess pieces, etc.) • student successfully hands in all files (3DS files) by deadline • at least one tutorial is fully rendered as an AVI file that demonstrates basic use of at least 2 lights, camera movement and materials/textures
LEVEL 2 (60-69%)	<ul style="list-style-type: none"> • Tutorials - at least 3 tutorials – 1 of which should be slightly more advanced in nature – all submitted by deadline • Scene Creation - student demonstrates reach by adding elements to tutorials, including customized modelling, texture/material application, 2-3 lights used and simple animation of camera and/or objects in scene, rendered as an AVI
LEVEL 3 (70-79%)	<ul style="list-style-type: none"> • Tutorials - 2-3 tutorials – 1 of which will showcase advanced activities to push your skills development – all submitted by deadline • Original Project <ul style="list-style-type: none"> ◦ basic animated scene that features a variety of modelling, texturing and animation skills ◦ created using source tutorial for idea OR produced using source image(s) from the web ◦ features good use of lighting and basic animation (objects and/or camera) – will have a “ground” or background for objects, rendered as an AVI file
LEVEL 4 (80-90%)	<ul style="list-style-type: none"> • Tutorials - completion of at least 3 tutorials – 1 of which will be advanced activities to push your skills development – all submitted by deadline • Original Project <ul style="list-style-type: none"> ◦ challenging animated scene that showcases some advanced modelling, texturing and animation skills ◦ project developed from source image(s) from web OR original sketches (images submitted with final project) ◦ features very effective use of lighting and textures, careful camera work and smooth, fluid movement – features a detailed, effective background for objects – rendered as an AVI file
LEVEL 4+ (90-100%)	<ul style="list-style-type: none"> • Tutorials – 3-4 tutorials completed, 2 of which will be advanced activities to push your skills development – all submitted by deadline • Original Project: <ul style="list-style-type: none"> ◦ rough designs/sketches for project (multi-view), detailed and accurate ◦ original, challenging animated scene that showcases advanced modelling, texturing and animation skills (may include use of bones, hierarchy structures, compound objects, animated textures/lights, multiple rendered cameras, sound effects, etc.) ◦ features very effective use of lighting and textures, careful camera work and smooth, fluid movement – features a detailed, effective background for objects – rendered as an AVI file

WHAT YOU’LL HAND IN:

- *Completed tutorial files – tutorials and/or original project (3DS Max)*
- *At least **1** fully rendered 3DS activity (AVI file that features camera and lighting – either tutorial **OR** original project)*
- *Source image(s) and/or personal rough sketches designs for original project (level 3-4)*