Final Project

Your final project will be an animation of your own conception, design and implementation. You should conceive and develop an idea that is both conceptually and formally thoughtful and innovative. We hope the projects you have done thus far have given you ideas that you will incorporate into your final project. Your idea should take into account what you have learned about visual presence and the manifestation of an idea in visual terms. It should be a work with visual and intellectual authority. Your animation may be depictive or abstract. It may have a linear narrative or may not. It may fit into some of the categories we have explored or may not. At the critique we will ask you to explicate not only your idea but also its genesis. We will evaluate your work in terms of both the level and nature of the ideas; in conceptual terms; visual terms and the relationship between the two.

Your animation should be roughly 1 minute (1800 frames) long (or longer). It should draw upon Maya facilities in each of the major areas we covered in the course: modeling 3D surfaces; animating changes in position, orientation and/or shape; and Rendering (including shading, texturing and/or lighting). You may use other software in addition to Maya (e.g., Illustrator or Photoshop to work with texture maps, or After Effects to edit clips together, if you are familiar with these systems). You may also include sound in your animation. Nevertheless, your use of such additional capabilities should be carefully limited. We will evaluate your work technically in terms of how you use the concepts, tools and techniques we covered in the course to develop your idea.

A one paragraph project proposal is due a few weeks before the end of classes, along with at least one image rendered in Maya; drawn using another program; drawn by hand; or some combination thereof, to tell us something visually about your project. We will discuss students’ proposals in class on that day.

The date of the final screening is posted on the schedule page of our class Wiki. Your final portfolio is due 24 hours after the final screening. It should include all of the work you have done in this course, even if you already submitted it to us. If you revised some studios or projects since you originally submitted them, please include both the original and revised works. Your portfolio should include the Maya project folder of each studio or project you did in our class. It should include a rendered, compressed Quicktime movie for each project. It should not include the individual frame images generated by Maya in rendering. All the materials in your portfolio should be combined in a single zip archive and shared with your instructors on Google Drive.