Construct an interior setting that contains one or more fixed objects that make it recognizable and identifiable as a particular kind of place to the viewer. Design and animate a structure or collection of related objects that sit within the interior setting. The animation should have a clear narrative and contextual relationship to the interior space. Your animation should express some or all of the following ideas: nesting, mechanism, push and pull, cause and effect, compression and release, and the relationship between organic and inorganic.

You may use only the tools that have been covered in the lab exercises and lectures up to now. We will evaluate your work aesthetically in terms of the conceptualization and inventiveness of your ideas and the visual manifestation of those ideas. We will also evaluate your work technically in terms of the modeling, shading, texturing and animation techniques you use, and the way in which you use them. Aesthetic and technical evaluation will have equal weight.