Create an animated scene with two human figures. The figures should move and act in a way that describes the size, shape and physical contents of the three dimensional space in which they are located. All information about the physical space and its contents must be conveyed entirely through the movements of the figures (except, of course the plane on which they are walking). (E.g., If the figures are located in a kitchen, the viewer would know it's a kitchen only by observing that the figures appear to be carrying out activities that typically take place in a kitchen.) Your scene may not include any props other than a floor on which the figures are moving. The figures should obey the laws of gravity, i.e., they should not fly. Your animation should also convey an interaction or relationship between the two figures. It could show the figures working in concert or opposition to each other, or it could show the figures ignoring or being unaware of each other. One figure might be providing a service (e.g. serving a meal) to the other. The interaction or relationship of the two figures should also be conveyed entirely through their movements.

Your animation may be a narrative in the conventional sense of telling a short story. Alternatively, it may be an abstract, formal narrative, in which the figures' movements are motivated by the goal of describing their relationship and the space in which they are located. The interaction or relation between the two figures can be direct or indirect. They may or may not actually touch each other. You might want to use the two figures to talk about issues of gender, human nature or the human condition. Alternatively, you might want to work within the specific nature of the (domestic, commercial or leisure) activities in which the figures are engaged. As you work on this project, you should be aware of the range of movements your figures are making, from long dramatic strides to the smallest of gestures. You should also be aware of the composition of your scene, particularly the relation of the scene to the frame in which it is being displayed (the resolution gate). Although you may be attempting to express complex ideas in your animated scene, you should try to use the simplest possible means to do so.