Create a unique world with its own rules: A world where what is possible, though seemingly impossible, is possible. Your world may be abstract or depictive: It may be a world in which we recognize the elements, or it may be one in which the elements are less familiar. You may think of your world as existing in any place, time, realm, scale or dimension. The rules, conventions, physiology, and physics (et cetera) of your world should be understandable and convincing within the world you have set up. The rules should have a consistency or logic of their own that makes sense within the alternate reality you create.

Maya provides a number of tools for enforcing rules and relationships among objects and actions. These tools include parenting & grouping, constraints, deformers, influence objects, driven keys, motion paths, particle & rigid-body dynamics, MEL expressions and MEL scripts, among others. We are not requiring you to use any specific tools in your work; however we do expect you to choose tools that are well-suited to establishing the rules of your world. We also expect you to use Maya tools that are well-suited to your own level of experience with Maya and computer programming.

You may construct a genre of your own or you may work within established genres such as science fiction, dream, fantasy, and the surreal, among others. Even if you work within an established genre, the world you invent should not be obviously derivative of imaginary worlds with which we are all familiar from popular culture.

It may be difficult to get your world and its nature established in a short animation. For this reason, you might find it necessary to make this animation a bit longer than the ones you have done so far. Be careful not to make objects and actions overly complicated. You should keep things as simple as possible, so that the logic of your world is clearly established.