

CA1400 2D Animation
Instructor: Krishna M. Sadasivam

FINAL PROJECT: The Teeter Totter!

Create an animated short that includes the following:

1. A character walks into the scene with a particular emotional state.
2. He spies a heavy rock and walks towards it.
3. He shows thinking time, and plans his strategy to lift the rock.
4. He anticipates, then quickly grabs the rock.
5. He lifts the rock with a great struggle and walks it over to a teeter totter.
6. He then throws the rock, which lands on the other side of the teeter totter and _____ (something happens - Fill in the RESOLVE).

Show that you understand squash and stretch, thinking time, anticipation, appeal, solid drawing, exaggeration, secondary motion, arcs, timing. **Be creative and have fun.**

Due Week 9:

Plan & Captured Keyframes

Due Week 10:

Progress Update

Due Week 11:

Final Project & DVD (*to be discussed on Week 9).

Grading Rubric on next page....

Krishna Sadasivam August 30,
2009 6:03 PM

Weight & Mass Animation	Distinguished (4)	Proficient (3)	Apprentice (2)	Novice (1)	0
Concept 20 points	Creative and original. Detailed plan that clearly demonstrates character's main keyframe positions, including the resolve.	Solid ideas, but not particularly unique. Plan present, but missing one major keyframed position.	Ideas cliché or derivative. Very little originality present. Marginal concept work. Missing more than one keyframed position in animation plan.	Weak or negligible attempt. No Animation Plan provided	Not turned in.
Weight 20 points	solid weight and mass of the object is indicated through use of shading, shadows, and a ground plane. Squash and stretch appears natural and convincing. Volume of object stays consistent.	*Weight and mass implied through use of shading, shadows or ground plane. Very minor consistency issues with volume of the ball.	* Object appears to be floaty in places, weight and mass only partially inferred. Volume of object is inconsistent (grows or shrinks in volume) from beginning to end.	*object lacks weight or solidity. * Volume of object is inconsistent.	
Timing 20 points	*Slow-in and slow-out appears to be very natural and obeys the natural laws of physics. Movement is smooth and natural.	* Slow-in and slow-out has minor issues where one or two in-betweens need to be added or removed to improve overall timing.	* animation plays too fast or too slow.	* Animation appears to be choppy.	
Resolve 20 points	Ending is held for several extra frames allowing the viewer to clearly understand what took place.	Ending is clear, but could be held for several extra frames allowing the viewer to clearly understand what took place.	* Ending is unclear No appreciable delay between the ending and the title.	* No clear resolve.	
Technical Specs (20 points)	Titles are clear and are held for 5 seconds before animation plays. File named properly as outlined in the creative brief.	Titles are clear and are held for 5 seconds before animation plays. Minor issues in file naming.	Titles are held for too long (greater than 5 seconds) and/or File not named as specified in creative brief.	No title included or title is too difficult to read and/or File not named as specified in creative brief.	

Please note: Zeros are recorded for projects not turned in.