CA1400 2D Animation
Instructor: Krishna M. Sadasivam

"BOUNCING BALL" Animation

Project Description:

The bouncing ball incorporates many of the basic animation principles an animator uses everyday in the scenes he/she works on, including: **path of action**, **arcs**, **momentum**, **timing**, **key drawings**, **in-between drawings**, **weight**, **speed**, and the **substance** of the object. You are to create a "rubbery" bouncing ball that bounces at least twice from an elevated position. The first bounce must be higher than the second. **NOTE:** Your grade will be evaluated on the **ENTIRE** animation, including the resolve.

Now that you have your Plan and keyframes, you will need to add the following to complete your animation:

1. Add the breakdown drawings
2. Complete the rest of the in-betweens
3. Capture digitally using Monkey Jam

Your bouncing ball animation should be saved as **Lastname_ball.mov**

Titling:
Add a title to the beginning of your bouncing ball animation with the following information:

YOUR NAME
Quarter (i.e. Winter 2010)
"Bouncing Ball Project"
Sadasivam

Save your final animation (MOV) in my 2D Animation Drop-off box.

The grading rubric for this project is in the syllabus. **Due at the beginning of Class 3. NOTE: Late work is not accepted.**

Bouncing Ball Anim.	Distinguished (4)	Proficient (3)	Apprentice (2)	Novice (1)	0
Arcs 20 points	* Arcs are smooth, shown to indicate movement. Object follows a natural arc.	* Arcs are shown to indicate movement. Object follows an arc. Arcs show slight angularity.	* Arcs are shown to indicate movement, but object moves are too angular for natural motion.	*Arcs are missing.	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 throughout entire animation.	* 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. Excellent timing on the resolve.	Ending is clear, but could be held for several extra frames allowing the viewer to clearly understand what took place. Minor timing issues with the resolve.	* Ending is unclear No appreciable delay between the ending and the title and/or major issues with timing on the resolve.	*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.	