**Narrative Animation Assignment**

In this assignment, you will create an animation lip-synced to a 10-15 sec sound clip of your choosing (approved by your instructor). You will animate the mouth, facial expressions and full body to the animation. Don’

**Instructions:**

1. Set your project to the Andy Project Folder
2. Open the **“AndyStart.ma”** and save scene as **“Final1.ma”**
3. Watch the appropriate tutorial videos to get started
4. Choose your audio clip, upload it to Voicethread for critique and approval from the instructor. Describe briefly the idea of how it’s going to be animated.
5. Using Audacity or Audition, edit your sound file as needed and export it out as a .wav file and save it into the scenes folder of your Andy Project.
6. Import the sound into the maya Final1.ma file.
7. Once approved, shoot your reference animation on a school camera, your phone or other video recording device.
8. Start animating the lipsync of the character
9. Blockout the primary poses of the animation for timing
10. Post block playblast of animation
11. Post weekly for critique and status updates of your project onto Voicethread
12. Playblast or Render an image sequence of the animation lit with shadows and do any editing and adding the voice as needed in after effects. Then upload to VoiceThread for critique.

For this assignment, consider looking up references videos on youtube and looking at clips of movies and cartoons for inspiration. Remember you should think theatrical for your animation and remember everything from the poses assignment in showing emotion, silhouettes and telling a story with each key pose. Don’t try to set a million key frames early, build on your details.

**Concepts to be studied and discussed in class:**

* Character Sets
* Anticipation
* Straight Ahead Action and Post to Pose Animation
* Follow Through and Overlapping Action
* Arcs
* Timing
* Slow In and Slow Out (Sometimes referred to Ease In / Ease Out)
* Secondary Actions
* Exaggeration

**Minimum Requirements:**

1. Soundfile edited and posted for feedback
2. Blockout of animation
3. Add or create any props needed for the scene
4. 1 playblast update uploaded to Voicethread every week for feedback
5. Comment on at least 2 of your classmates posts
6. Listen to feedback and consider for adjustments for your animation
7. Animate cameras if necessary
8. Final animation posted to Voicethread

**Extra Credit:**

Showing a lot of character and attitude with the animation.

Utilize the 12 principles of animation