**Character Poses Assignment**

In this assignment, you will learn how to work with a rigged character. You will learn what silhouetting is, how to convey emotion in a single frame and tell a story, how to control the characters facial expressions and how to convey a particular emotion. You will hardware or software render out at least 3 poses showing a different emotion from the list below. You cannot name the emotion (ie. Have a pose with text saying “Sad” in it or name the render “Sad”).

**Emotion Choices:**

|  |  |  |  |
| --- | --- | --- | --- |
| Happy | Sad | Angry | Scared |
| In Love | Heartbroken | Cocky | Cautious |
| Sleepy | Excited | Heroic | Evil |
| Crazy | Pompous | Humble | Sick |

**Instructions:**

1. Set your project to the Andy Project Folder
2. Open the **“AndyStart.ma”** and save scene as **“Pose1.ma”**
3. Using what you learned, pose the character in one of the poses
4. Choose a camera angle to best show the emotion and pose the entire body and face of the character to suit the emotion.
5. Render and save the image of the pose
6. Save pose 1 scene file. Open AndyStart.ma and save it as Pose2.ma. Repeat until you have 3 poses rendered and saved as .jpg’s to post onto Voicethread for critique

For this assignment, consider looking up references videos on youtube and taking pictures of yourself or friends to act out the different emotions as reference for the poses.

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

* Silhouettes
* Rigging controls
* Staging
* Working in the graph editor

**Minimum Requirements:**

1. At least 1 to 3 renders of 1 emotion
2. At least 1 to 3 renders of 2nd emotion
3. At least 1 to 3 renders of 3rd emotion
4. Upload images without stating what the emotion is on to Voicethread

**Extra Credit:**

Characters in poses can have props to use if you model them. Chairs, walls, assets from the room assignment, etc. Use props to help the pose but not to give it entirely away.