Class Group Assignment - Bouncing Ball.
Due Date: Tuesday - Sept 30, 2010.

Project Requirements
Create a simple, yet interesting 5 second bouncing ball animation using lightwave 3D. Using both a particle emitter to generate the realistic bounce and use endomorphs to complete illusion of a rubber or soft plastic ball (squash and stretch). Students will model a ball, floor, and wall. Students will setup a 3 point lighting system in layout to effectively light the scene. The animation will include a simple title, sound effects or sound track, and simple credits of who worked on the project.

Technical Specs Requirements of Final Animation
Turn on Letterbox for camera to reduce render time and create illusion of 16:9 aspect ratio.
5 seconds = 150 frames
Antialias image - no jaggies.
Image Sequence output is .PNG
Resolution: 720x480
30 frames pre second
Final edited animation will be a 720x480, H.264(MP4 quicktime movie).

Step 4 - Evaluation
Animation should be fairly realistic and camera angle(s) should be interesting. Ball should be lit using the 3 point lighting system.

Evaluation/Grade Breakdown
10 pts - Group Effort - the final animation product. When not driving the computer you are helping the operator figure out how to solve any problems. The final animation is professional produced.
10 pts - Individual Effort - hand in your project time sheet, used as a basic journal and work schedule. Write down your computing driving times and what problems you help solve during production.
5 pts - Artistic evaluation from instructor

What is provided to instructor for a letter grade:
During class student will provided their final movie as a quicktime MP4, H.264 compression, a copy of their data files used to create the project, and paper or digital notes from their project time sheet.

Available Points on the assignment: 25 points