Project:
Create a simple, looping biped walk cycle using the hero character from Desktop Images.

Goals:
Develop skills and use traditional animation principles in a 3D character animation.

Due Date:
Final animation is due November 23rd, 2010 at the beginning of class.

Requirements:
• 4 second looping animation, SD Resolution (720x480), Square Pixels, No Fields, in H.264 MOV/MP4 movie format
• Students will provide movie, lightwave scene and object files, and project sheets with details on what was accomplished and the amount of time worked on the project.
• Credits

Credits will include the following
FSU - TVPR-320 Computer Animation For Video
“Name of Group”: Character Animation Walk Cycle
“Student First and Last Names”
Software used to complete project.

Evaluation of Project
20 points on Artistic Final Representation, Level of Professionalism in work.
10 points on meeting 4 second requirements
10 points on details on Project Time Sheet - time recorded and totaled.
10 points on Meeting Delivery Date(all or none)

50 Total Points Available