

SEMESTER 8 – OVERVIEW

WEEK	MILESTONE			VALUE
Week 2 To Week 11	1. “Dailies”: the weekly <i>work-in-progress</i> screenings (This will be done each week @ 1% per week over ten weeks)			10%
Week 2	2. (2D) SCENE WORKFLOW TEST	2. (3D) Animation ALL RIGGING COMPLETED	2. (StopMo) SCENE WORKFLOW TEST	15%
Week 4	3. (2D) Animation 50% COMPLETED ANIMATION	3. (3D) Animation KEY POSES & RENDERING TEST	3. (StopMo) 10% COMPLETED ANIMATION	15%
Week 7	ANIMATION CRITIQUE with Industry Guests			
	READING WEEK			
Week 8	Rough Animation Screening			
Week 8	4. (2D) 100% SCAN-READY ANIMATION	4. (3D) 50% COMPLETED ANIMATION	4. (StopMo) 80% COMPLETED ANIMATION	15%
Week 12	5. Portfolio: Part A - Finished film (colored, cleaned, and finished)			15%
Week 14	6. Portfolio: Part B - Flat Artwork Portfolio and Demo Reel Promotional Package			30%
Week 14	Class Screening of Finished Films			
Week 15	Industry Day Screening Family & Friends Screening			

Milestone 1. "DAILIES"
weeks 2 through 14 worth 10% of final grade

Student Name: _____ **Section:** _____

Mentor/Producer: _____ **Date:** _____

	Showed work with evidence of progress 1 pt	Participated in critique of own or others work 1 pt	
Week 1			
Week 2			/2
Week 3			/2
Week 4			/2
Week 5			/2
Week 6			/2
Week 7			/2
Week 8			/2
Week 9			/2
Week 10			/2
Week 11			/2
Week 12			
Week 13			
Week 14			
Total Points			/20
TOTAL			/10%

Milestone 2 (2D)
SCENE WORKFLOW TEST
week 2 -15%

Student Name: _____ **Section:** _____

Mentor/Producer: _____ **Date:** _____

CLEANUP	/25%
COLORING (Background & Animation)	/25%
COMPOSITING and other Post Production	/25%
EFFECTS ANIMATION	/15%
TECHNICAL Edited into digital reel, as per Master Technical Specifications (Appendix A)	/10%
Late assignments will be deducted 20% per day	minus
TOTAL	/100%
Questions to consider: Did this take more time or less time than expected? Is there a better way to carry out your workflow? Should you adjust your production schedule to accommodate your workflow?	

**Milestone 2 (Stop Motion)
SCENE WORKFLOW TEST
week 2 -15%**

Student Name: _____ **Section:** _____

Mentor/Producer: _____ **Date:** _____

Animation- effective in terms of performance and physics /20%

Lighting- effective for all visual elements within the shot /20%

Camera- effective use of lens principles and framing/composition /20%

Pipeline- animation effectively transferred from studio into editing software /10%

Compositing- any digital post work effectively completed (rig removal, for example) /10%

Sound- Music and sound effects support the animation /10%

TECHNICAL
Assembled into digital reel, as per Master Technical Specifications (Appendix A) /10%

Required amount of work completed:

One completed shot, from finished Leica Reel.

Questions to consider:

Did this take more time or less time than expected?

Is there a better way to carry out your workflow?

Should you adjust your production schedule to accommodate your workflow?

Late assignments will be deducted 20% per day minus

TOTAL /100%

Milestone 2 (3D)
RIGGING
week 2 -15%

Student Name: _____ **Section:** _____

Mentor/Producer: _____ **Date:** _____

RIGGING: FACIAL

Characters rigged for facial animation and lip sync if applicable.
 Capable of expressing required range of emotions.
 Facial rigging and/or blend shapes established.

/30%

RIGGING: BODY/MECHANICAL

Capable of performing required movements.
 Reference models linked (if applicable)

/30%

OTHER

Rendering camera created for all scenes (playblast video)
 Assets organized in directories, asset lists created for all scenes and project
 directories using "Maya friendly" hierarchies for all scenes.

/20%

TECHNICAL

Playblast video of "aerobics test" for one character for all required motions
 (character step and turn, jump, raise arms and walk).

/20%

Late assignments will be deducted 20% per day

minus

TOTAL

/100%

Milestone 3 (2D)
50% COMPLETED ANIMATION
week 4 -15%

Student Name: _____ **Section:** _____

Mentor/Producer: _____ **Date:** _____

ANIMATION - PHYSICAL ACTION

Believable Weight and Balance

/15%

ANIMATION - PERFORMANCE

Effective Communication of Emotion

/15%

ANIMATION - STORY

Animation tells story effectively – good timing, actions and poses readable and strong, identity of characters is clear, BG is visible to maintain continuity and viewer orientation.

/20%

SOUND

Music and sound effects support the animation

/10%

TECHNICAL

Assembled into digital reel, as per Master Technical Specifications (Appendix A)

/10%

Required amount of work completed:

50% of running time of project.

/30%

Late assignments will be deducted 20% per day

minus

TOTAL

/100%

Milestone 3 (3D)
KEY POSES & RENDERING TEST
week 4 -15%

Student Name: _____ **Section:** _____

Mentor/Producer: _____ **Date:** _____

ANIMATION - PHYSICAL ACTION

100% of key "pose to pose" animation blocked in
 All camera moves animated for 100% of running time.
 Final rigged models, IK setup and blendshapes completed.

/20%

ANIMATION - PERFORMANCE

Effective Communication of Emotion
 Versatile facial animation.

/20%

ANIMATION - STORY

Animation tells story effectively – good timing, actions and poses readable and strong, identity of characters is clear, BG is visible to maintain continuity and viewer orientation.

/20%

TEST RENDER - ONE SCENE

Animation key poses complete.
 Refined lighting setup.
 All geometry present in scene.
 Rendered using software of choice (Maya or Mental Ray)
 All elements, effects and rendered layers should be lit, rendered and composited for accurate assessment of scene quality.
 Note: Scene should be representative of project in complexity and length,

/30%

TECHNICAL

Playblast video assembled into digital reel as per master technical specifications.
 Research and selection of rendering and compositing software complete.

/10%

Late assignments will be deducted 20% per day

minus

TOTAL

/100%

Milestone 3 (Stop Motion)
10% COMPLETED ANIMATION
week 4 -15%

Student Name: _____ **Section:** _____

Mentor/Producer: _____ **Date:** _____

ANIMATION - PHYSICAL ACTION

Believable Weight and Balance

/20%

ANIMATION - PERFORMANCE

Effective Communication of Emotion

/20%

ANIMATION - STORY

Animation tells story effectively – good timing, actions and poses readable and strong, identity of characters is clear, BG is visible to maintain continuity and viewer orientation.

/15%

FRAMING

Effective use of the camera framing to create effective shots that flow smoothly together.

/10%

LIGHTING

Lighting effectively illuminates all visual elements

/ 5%

SOUND

Music and sound effects support the animation

/10%

TECHNICAL

Assembled into digital reel, as per Master Technical Specifications (Appendix A).

/10%

PARTICIPATION IN CLASS SCREENING

/10%

Late assignments will be deducted 20% per day

minus

TOTAL

/100%

Milestone 4 - (2D)
100% SCAN-READY ANIMATION
week 8 -15%

Student Name: _____ **Section:** _____

Mentor/Producer: _____ **Date:** _____

ANIMATION - PHYSICAL ACTION

Believable Weight and Balance

/25%

ANIMATION - PERFORMANCE

Effective Communication of Emotion

/25%

ANIMATION - STORY

Animation tells story effectively – good timing, actions and poses readable and strong, identity of characters is clear, BG is visible to maintain continuity and viewer orientation.

/20%

SOUND

Music and sound effects support the animation

/20%

TECHNICAL

Assembled into digital reel, as per Master Technical Specifications (Appendix A)

/10%

Late assignments will be deducted 20% per day

minus

TOTAL

/100%

Milestone 4 - (3D)
50% COMPLETED ANIMATION
week 8 -15%

Student Name: _____ **Section:** _____

Mentor/Producer: _____ **Date:** _____

ANIMATION - PHYSICAL ACTION

Believable Weight and Balance.
 Feet pinned.
 Check for intersecting geometry.

/25%

ANIMATION - PERFORMANCE

Final animation complete for 50% of running time.
 Animation curves edited to action (check for overshooting of extreme keys.)

/25%

ANIMATION - STORY

Animation tells story effectively – good timing, actions and poses readable and strong, identity of characters is clear, BG is visible to maintain continuity and viewer orientation.

/20%

LIGHTING

Basic lighting established for ALL scenes.

/10%

SOUND

Music and sound effects support the animation

/10%

TECHNICAL

Utilize rendering/compositing pipeline as much as possible.
 Render full-resolution mages for all completed scenes.
 One character fully textured.
 Assembled into digital reel, as per Master Technical Specifications (Appendix A)

/10%

Late assignments will be deducted 20% per day

minus

TOTAL

/100%

Milestone 4 - Stop Motion 80% COMPLETED ANIMATION week 8 -15%	
Student Name: _____	Section: _____
Mentor/Producer: _____	Date: _____
ANIMATION - PHYSICAL ACTION Believable Weight and Balance	/20%
ANIMATION - PERFORMANCE Effective Communication of Emotion	/20%
ANIMATION - STORY Animation tells story effectively – good timing, actions and poses readable and strong, identity of characters is clear, BG is visible to maintain continuity and viewer orientation.	/20%
FRAMING Effective use of the camera framing to create effective shots that flow smoothly together.	/10%
LIGHTING Lighting effectively illuminates all visual elements	/10%
SOUND Music and sound effects support the animation	/10%
TECHNICAL Assembled into digital reel, as per Master Technical Specifications (Appendix A)	/10%
Late assignments will be deducted 20% per day	minus
TOTAL	/100%

Milestone 5 FINISHED FILM week 12 -20%	
Student Name: _____	Section: _____
Mentor/Producer: _____	Date: _____
ANIMATION - STORY Animation tells story effectively – good timing, actions and poses readable and strong, identity of characters is clear, BG is visible to maintain continuity and viewer orientation.	/20%
ANIMATION - PHYSICAL ACTION Believable Weight and Balance	/15%
ANIMATION - PERFORMANCE Effective Communication of Emotion	/15%
SOUND sound track enhances the story-telling. Final Music, Fine-cut to length. Final Voice Track for Lip sync. Sound effects. Rough Mix of Music, Dialog and Effects to Ref. Level of -15db Other Audio Specs as per Master Technical Specifications (Appendix A)	/15%
FINISHING: 2D - Cleaned, Colored and Composited. 3D - Fully rendered with applied textures and lighting. StopMo - Color balancing, Special Effects and other post-production enhancements.	/20%
TECHNICAL Assembled into HD digital reel, as per Master Technical Specifications (Appendix A)	/5%
PARTICIPATION IN CLASS SCREENING	/10%
Late assignments will be deducted 20% per day	minus
TOTAL	/100%

**Milestone 6a
PORTFOLIO ARTWORK
week 14 -10%**

Student Name: _____ **Section:** _____

Mentor/Producer: _____ **Date:** _____

Note that flat artwork may be submitted in digital form, at the discretion of your mentor.

FLAT ART: LIFE DRAWING

Six (6) pieces, which may include the following:
Human, Animal, Portrait, Gestures, Drapery, Long Poses.

/20%

FLAT ART: LAYOUT

Two (2) Pieces

/20%

FLAT ART: STORYBOARD

Two (2) Six-Panel Pages

/20%

FLAT ART: CREATIVE DESIGN and CONCEPT ART

Character Design:
Location Design:
Other Creative Work: Paintings, Drawings, etc.

/20%

RESUME:

/10%

PRESENTATION (FLAT ART & DEMO REEL) :

Professional Presentation Throughout

/10%

Late assignments will be deducted 20% per day

minus

TOTAL

/100%

Milestone 6b PORTFOLIO DEMO REEL week 14 - 10%	
Student Name: _____	Section: _____
Mentor/Producer: _____	Date: _____
ANIMATION - PHYSICAL ACTION Believable Weight and Balance	/20%
ANIMATION - PERFORMANCE Effective Communication of Emotion	/20%
ANIMATION - LIP SYNC & DIALOG Full Body Performance Accurate Sync.	/20%
ANIMATION - LAYOUT & POSE TEST Consistent Scaling Characters Consistently On-Model Effective Staging and Performance	/20%
AUDIO: Dialog - Intelligible Recording Dialog - Effective Performance Appropriate Music track edited to length.	/10%
GENERAL: Name and Contact information included: Work clearly titled:	/5%
TECHNICAL Assembled clips into digital reel, as per Master Technical Specifications (Appendix A). Length: less than 2 minutes	/5%
NB - First Year Assignments are not permitted for this Demo Reel. Late assignments will be deducted 20% per day	minus
TOTAL	/100%

Milestone 6c
FILM PROMOTIONAL PACKAGE
week 14 - 10%

Student Name: _____ **Section:** _____

Mentor/Producer: _____ **Date:** _____

A) DVD Graphic Design Package: Case Design, Disk Label Design DVD Menu Design	/40%
B) Other Graphic Design: Business card (2 x 3.5) Post card (4 x 6) Film poster (14 x 22)	/40%
C) FESTIVAL INFORMATION PACKAGE Film Title, Length, Genre, Medium & Brief Description Complete Film Credits Music Clearance Hi-resolution Production Still from film Filmmaker Bio with picture Personal Contact Information	/20%
Late assignments will be deducted 20% per day	minus
TOTAL	/100%