2D Animation II CA253 | Character development

PROBLEM |

Design a character representing your-self. Place the character into each of the listed settings—each in a separate Flash document. In each environment, display a different mood and use a different camera angle. In each setting include a clock with a pendulum, a yo-yo, a jump rope, OR a swing. Which ever object you choose, include the same object in all four documents. No environment, mood, or camera angle may be used more than once.

CHARACTER MOODS
anger
envy
boredom
delight

SETTINGS
studio
computer or art (indoors)
kitchen (indoors)
city (outdoors)
country (outdoors)

EVERY setting must have either
a clock with a pendulum
a yo-yo
a jump rope OR
a swing

SHOT S
extreme close-up
medium shot
birdseye
wide shot

REQUIREMENTS |

name files as follows
last name first initial p1 mood.fla
kelleyk p1 envy .fla

stage size minimum 800x600. It may be
larger but must be a 4:3 ratio.

artwork should be organized within Flash
using labeled layers and folders.

colors which may be used:
black, white, grey, plus 3 colors of your
choice (max 6 colors)

illustration style of all 4 documents should
be consistent

each document should include one mood,
one environment, and one camera shot
from the lists above (none should be
repeated)

clock with pendulum, yo-yo, jump rope or
swing included

NO NOs.
gradients, special effects
6 or more colors (b & w count as colors)
bitmap images (unless preapproved)

SCHEDULE |

Week 1
READ *Bible* — Ch 4 Interface (pgs 61-73,
77-79, 83-86) SKIM, Ch 5 Drawing (pgs
111-159), Ch 9 Modifying artwork (pgs
267-273, 299-300) SKIM
REVIEW
Animator's Survival Kit — pgs 35-45
Review for Quiz #1
Character (self portrait)

Week 2

Submit character Flash files (4).
Submit color PRINTOUT for each
Flash file (4).