

2D Animation II CA253 | Character development

PROBLEM |

Design a character representing yourself. 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.fl
kelleyk p1 envy .fl

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).