

CGF PROJECT BRIEF:

Project Title: Visualisation of Computer Graphics Fundamentals in Use

Project hand-in date: 20/3/08 before 12:00pm

Project Brief

Using a shot from your Group Project create a break down visualisation of the shot showing how the theoretical elements of computer animation are applied to the shot. The final work should be presented in such a way that it could be used to educate people of the processes involved in computer animation production.

The break down / visualisation should include references to some of the following elements of the animation production pipeline.

- Modelling and Animation (could include scripted / mo-cap elements)
- Virtual camera
- Virtual Light sources
- Rendered image passes (including how the lighting models work)
- Compositing of render passes
- If using live action tracking this process could be included.

Marks will be awarded for reference to the underlying techniques and mathematics used in the animation process. This can be achieved by overlaid text or diagrams describing your understanding of the process.

Criteria of Assessment

1. Demonstration of the understanding of 3D graphic concepts.
2. Clarity of presentation
3. Visual Impact

Submit a movie file on a CD : in pal resolution, using a suitable codec (.mov .avi .mp2 etc)

MADE Students may use the digital handin system (more details nearer the submission time)

Name the file in the following manner Surname_FirstName.avi